

TAKE YOUR GAME FURTHER™ BRADYGAMES®

# POKÉMON

## SAPPHIRE VERSION

OFFICIAL TRAINER'S GUIDE



### CATCH 'EM ALL WITH OUR COMPLETE WALKTHROUGH!

**MAPS:** Every encounter marked and every area charted, including a giant world map!

**BATTLES:** Defeat every Trainer and Gym Leader!

**BADGES:** Collect every one!

**BERRIES:** Where to pick 'em and plant 'em—plus recipes for feeding 'em to your Pokémon!

**LISTS:** Find the Pokémon info you need—fast!

## TWO-SIDED COLLECTOR'S COVER!

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In many places throughout the game, you will see small 'cracks,' or indentations in rock walls. If you use Secret Power in front of them, they will split open, and you can look inside. There are also large trees on some forested routes that can be used for a base as well, if you prefer to have a treetop home. Once you've found one you like, you can take it over and begin to decorate it! There is a character in the game who will come and check out your Secret Base after it is built, and it is also possible to exchange Secret Base info when you exchange records with your friends in the Pokémon Centers.

## ODDS & ENDS

There are a few interesting tidbits that are still present in Ruby and Sapphire. It is still possible for your Pokémon to catch the Pokérus, a strange Pokémon virus that causes your Pokémon's statistics to grow more quickly from fighting wild battles. Pokémon will very rarely acquire the Pokérus, so keep an eye on their information, and check new Pokémon you capture!

There are also still 'shiny' Pokémon, from Gold and Silver. There is a very small chance that any Pokémon you capture in the wild will have an alternate color set than normal. This will quickly be apparent when you encounter one, so try your best to catch it!

Your Trainer Card will change colors throughout the game, based on your accomplishments as a Trainer. It starts out green, and you can achieve Copper, Silver, Gold, and possibly higher...

If you want to check up on your Pokédex, talk to Professor Birch. He'll also show up at the end of the game anytime you complete the Pokémon League, and take a look at it, before your Pokémon are ushered off to the Hall of Fame.

Sometimes, in the wild, you will hear the cry of a Pokémon that inhabits the area you are in. This is usually just a neat touch, but if you hear something really unusual, stick around and search, you might find a Pokémon you weren't expecting.

Your Pokénav keeps track of one of each type of Trainer you have encountered as you play the game, and if you check it from time to time, you will see a flashing indicator—this means that Trainer wants a rematch! Hunt them down and they'll happily challenge you to another battle.

And most importantly, have fun playing!

### TRAINER ACHIEVEMENTS

- Defeat the Elite 4
- Win all 5 Contests and have your Pokémon's portraits drawn.
- Win 50 Battles in the Battle Tower
- Complete your Pokédex
- Defeat EVERY Trainer in the game







# POKÉMON

## LITTLEROOT TOWN

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: Potion  
NOTABLE POKÉMON: None

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### MOVING IN



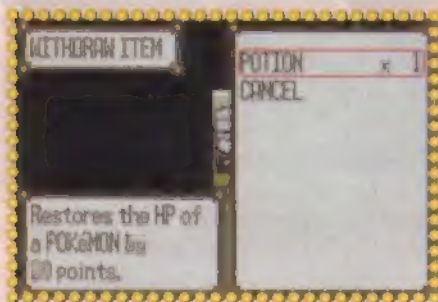
Welcome to Hoenn, the new land of Pokémon Ruby and Sapphire! This is new to your character, too. Whether you're playing as a boy or a girl, you begin your adventure in the back of a moving van that's taking you and your family to Littleroot Town.

RUBY  
VERSION





After hopping out of the moving van, go inside, then head up to your room and set the clock. If you want, you can also check out the map of Hoenn on the wall. This will give you an idea of the new world you'll be exploring soon. Once the clock is set, your mom will remind you to check your desk. Do so, and you'll find a **Potion** if you examine your computer and withdraw it from your item storage.



Once you're ready, head downstairs. Your mom alerts you to something on television involving your dad at Petalburg Gym. After watching this, she recommends you meet your new neighbor—a friend of your father's, Professor Birch. Go outside and visit his house (if you're playing as a boy, it'll be on the right; as a girl, it's on the left).



## 2 VISIT PROF. BIRCH'S HOUSE

Prof. Birch isn't in, but his wife welcomes you and says that their daughter (if you're playing a boy) or son (if you're playing a girl) is upstairs. Go up and talk to him or her, then leave the house and visit Prof. Birch's lab, just south of the two family homes.

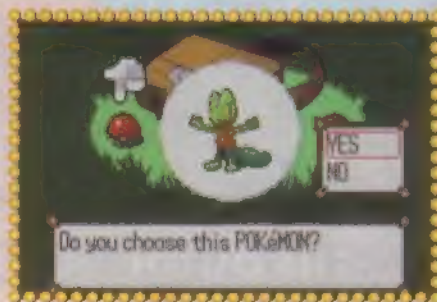


## 3 VISIT PROF. BIRCH'S LAB

His assistant tells you that Prof. Birch prefers to do research in the field, so you should probably look for him on Route 101.



## 4 SAVE PROF. BIRCH



As soon as you step onto Route 101, you'll spot Prof. Birch being threatened by the local Pokémon wildlife. Quickly look in his backpack and grab one of the Poké Balls inside—this is your chance to choose your first Pokémon. Once you've picked the one you like, save the professor!

### NOTE

You've got three choices here: Treecko (Grass), Torchic (Fire), or Mudkip (Water). The one you take is entirely up to your personal preference. All three Pokémon are stronger than the others you encounter early on, and any weaknesses you have can be made up for by the other Pokémon you will be capturing soon. Choose your favorite!







## NOTE

Your first Pokémon battle occurs here. Use your basic attack, and you'll knock out the Poochyena that was chasing Prof. Birch in no time.

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## BACK AT THE LAB

Once you've saved Prof. Birch, return to the lab with him and have another talk. He'll direct you to Route 103-west, where his kid is collecting information on the local Pokémon. He wants you to say hello, so off you go.



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## ROUTE 101

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: None  
NOTABLE POKÉMON: Wurmple, Zigzagoon



## NORTH TO OLDALE THROUGH ROUTE 101

You were here briefly before saving Prof. Birch, but now that you have a Pokémon of your own, you can challenge the Pokémon in the grass on Route 101 on your way north. Truck on through the grass and head toward Oldale.





# OLDALE & ROUTE 103



## 1 NORTH TO ROUTE 103-WEST

Stop by the Pokémon Mart and the Pokémon Center if necessary, and then continue due north toward Route 103-west.

### TIP

Buy 10 items at once to get a free prize



### POKÉMON MART

ITEM	COST
Poke Ball	¥200
Potion	¥300
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250

### NOTE

If you speak with the locals, one of them will give you a quick description of the local Pokémon Mart. In the future, you'll use the Pokémon Marts in each town to stock up on perishable items that you can use to help your Pokémon survive in the wild. Generally, it's wise to always carry some curative and restorative items. If you're having trouble with a certain fight (usually a gym leader), you can use items to provide that slight edge.

### NOTE

Use the Pokémon Center here to fix up your Pokémon if they take any damage. You'll find Pokémon Centers scattered all over Hoenn, in every major city. When you're out in the wild, you'll need to use items to restore your Pokémon.

## 2 FIGHT MAY OR BRANDON

When you reach Route 103-west, check the northwest corner. You'll find Prof. Birch's kid waiting there, who will have the perfect counter for whichever Pokémon you selected from Prof. Birch's backpack. If you manage to beat him or her, you'll get a nice bit of experience and ¥300. After the fight, win or lose, head back to Prof. Birch's lab.



## 3 RECEIVE POKÉDEX

Prof. Birch will give you a shiny new Pokédex, and his kid will hand over a Poké Ball—now you can catch your own Pokémon and catalog them in the Pokédex.

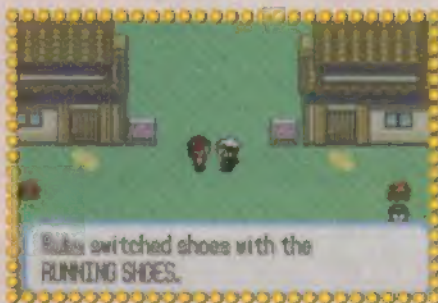




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## GET RUNNING SHOES

When you head out again, your mom will stop you and give you a pair of **Running Shoes**. These shoes will allow you to run quickly around the world while you hold the B Button. Quite handy! Go north through Route 101 to Oldale again, using your new shoes to speed through the tall grass.



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## WEST OF OLDALE

Now you're finally ready to venture out further into the world and begin your quest to achieve all eight Gym Badges. Head west from Oldale to enter Route 102.



### NOTE

Don't forget to visit the Pokémon Center to fix up your Pokémon if they get damaged. You may want to hunt in the grass at Routes 101 and 103 and catch a few Pokémon using your Poké Balls. You can buy some new ones at the Pokémon Mart in Oldale before you set out if you want, but you'll reach another town in just a few minutes.

# ROUTE 102

ABILITIES REQUIRED:

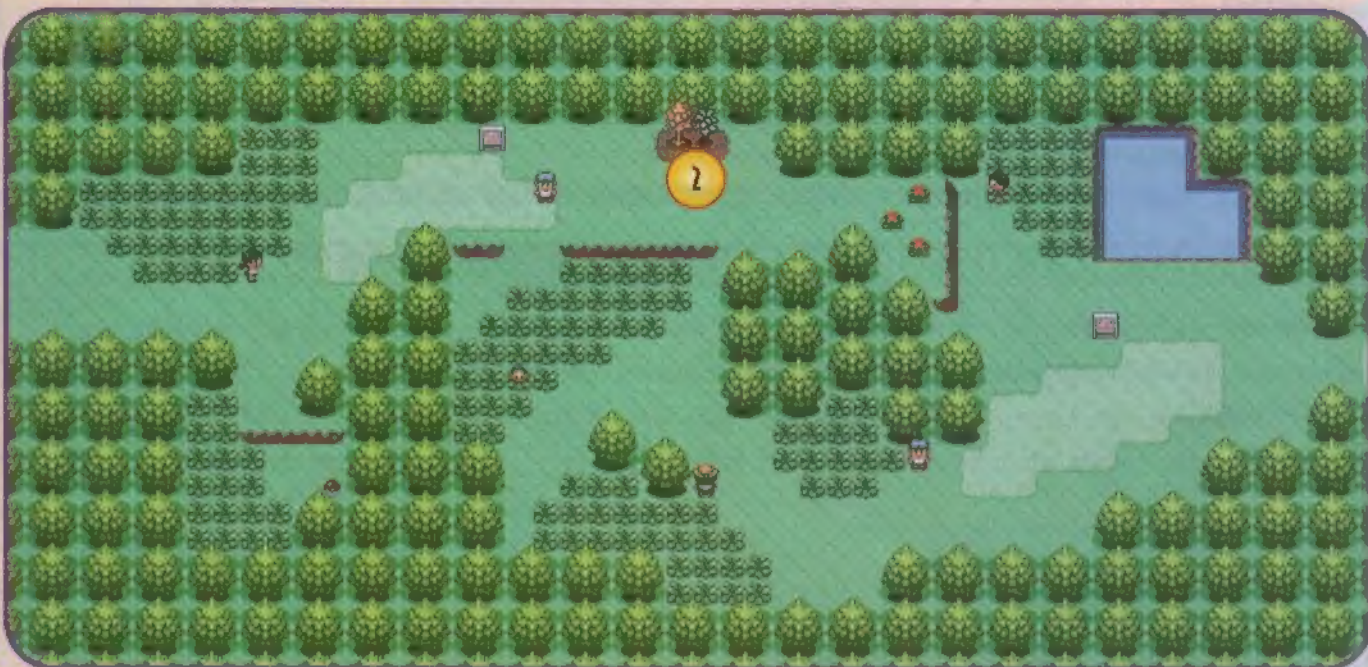
None

ITEMS AVAILABLE:

Oran, Pecha Berries, Potion

NOTABLE POKÉMON:

Seedot, Ralts





## TRAINER 1: YOUNGSTER CALVIN

POKÉMON: Zigzagoon L5



REWARD: ¥80

## TRAINER 3: YOUNGSTER ALLEN

POKÉMON: Poochyena L5



Taillow L3



REWARD: ¥48

## TRAINER 4: LASS TIANA

POKÉMON: Zigzagoon L4



Zigzagoon L4



REWARD: ¥64

## TRAINER 2: BUG CATCHER RICK

POKÉMON: Wurmple L4



Wurmple L4



REWARD: ¥64

## 1 TO TOWN

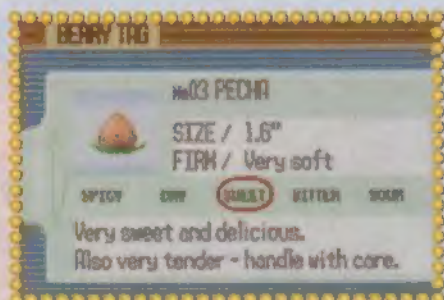


Route 102 is a simple grassy trail, leading from Oldale in the east to town in the west. Explore the grass if you want to grab a few more Pokémon.

## NOTE

You'll encounter your first Pokémon Trainers here. Challenge them to battles to give your new Pokémon valuable experience, and also to earn some cash. You can use your money at Pokémon Marts all over Hoenn. Keep in mind that if you don't feel like dueling other Pokémon Trainers, it is sometimes possible to avoid them—they'll only challenge you to a battle if they spot you.

## 2 BERRY TREES



There is one item of interest in Route 102—your first pair of Berry Trees. You can feed your Pokémon the various types of Berries that are scattered around the land to improve their attributes. You can also plant new Berry Trees in soft patches of soil. It takes several hours for the new trees to

grow, but it's worth it. After you pluck the Berries from these trees, replant one of each so that you can return and get more later.

## NOTE

Berries can either be planted in Loamy Soil, where they will grow into new trees, or given to a Pokémon to hold. A Pokémon will use a Berry automatically in battle, and different Berries have different effects. You can also use Berries out of battle if necessary. Berries are a bit more flexible than regular items, because you must use items manually in battle, while Pokémon will make use of Berries automatically. On the other hand, stronger items tend to have more powerful effects than most Berries. Berries are free, however, as long as you're willing to take the time to grow them. You will eventually acquire a Wailmer Pail that will allow you to water your Berry Trees. Later, you'll also acquire an item that will allow you to mix Berries into candy for your Pokémon.







# POKÉMON

## PETALBURG CITY

ABILITIES REQUIRED:

SURF

ITEMS AVAILABLE:

Max Revive, Ether

NOTABLE POKÉMON:

None

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RUBY  
VERSION





## POKÉMON MART

ITEM	COST
Poké Ball	¥200
Great Ball	¥600
Potion	¥300
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Escape Rope	¥550
Repel	¥350
X Speed	¥350
X Attack	¥500
X Defend	¥550
Orange Mail	¥50

## NOTE

You'll see several new goodies at this Pokémon Mart, beyond the usual curatives and restoratives. The various X enhancer items aren't very useful at this point in the game due to their cost, but they can come in handy later when you're loaded with money. These items provide a single battle boost for one of your Pokémon, which is critical during difficult encounters. The Orange Mail is one of the many types of stationery scattered around Hoenn. When you send it along with a Pokémon friend, you can deliver a letter written on your favorite kind of stationery. It's usually cheap, so pick some up if you like sharing Pokémon with friends.

## 1 YOUR FATHER'S GYM



Spend some time looking around here, because there's a fair amount to see—most notably, your father's gym! If you visit the gym, you'll meet your dad, and Wally will walk in. He wants to catch a Pokémon before he leaves for Verdanturf Town with his family. What follows is a brief tutorial on using Poké Balls to catch Pokémon. After that's done, your father tells you to train and grow stronger—he won't let you challenge him until you've collected four other Pokémon Gym Badges.

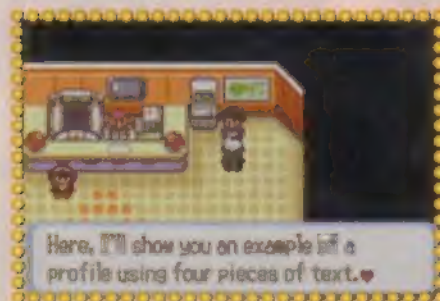
Your dad wants you to go to Rustboro City and challenge your first Gym Leader, Roxanne.

## NOTE

If you walk west of your father's gym without entering, a local kid will stop you and point out the gym. Each gym is marked by the Poké Ball sign just outside. Remember, there are eight gyms in all, and you need to collect a Badge from each one. Every Badge you earn allows you to use a new HM (Hidden Machine) ability on your Pokémon, which enables you to explore more of the world. Ultimately, once you have collected all of the Badges, you can take on the Elite Four and prove your Pokémon mastery.

## 2 TRAINER PROFILE

Visit the Pokémon Center here and talk to a man in the upper-right corner of the first floor. He'll let you set your Pokémon Trainer profile, which is a collection of four different words or short phrases. Just come back and talk to him again anytime you want to change it. Is there a purpose to this? Perhaps entering a certain combination...



## 3 SURFING AROUND

Come back here much later with Surf and go across the ponds to pick up a Max Revive and an Ether.





# ROUTE 104 SOUTH

ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: Pecha, Oran Berries, Poké Ball  
 NOTABLE POKÉMON: Wingull

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## TRAINER 1: YOUNGSTER BILLY

Potion



REWARD: 100

## TRAINER 2: RICH BOY WINSTON

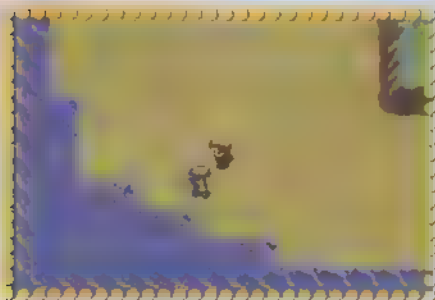
Potion



REWARD: 100

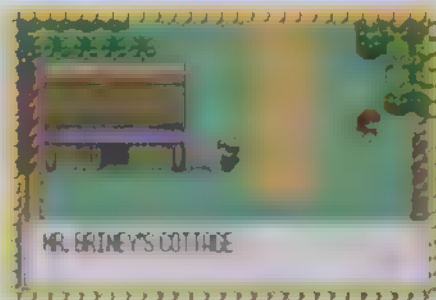
## 1 CHECK OUT THE BEACH

You'll need to go up through the forest and Route 104-north to reach Rustboro City, but before you do you, why not spend some time checking out the beach? See that boat docked by the pier? You'll be using that a little later to travel south from here.



## 2 HOUSE BY THE SHORE

There's a small cottage by the pier, the residence of one Mr. Briney. He's not in at the moment, but later he'll be the one that takes you south of Route 104. For now, you can head north into Petalburg Woods.





## PETALBURG WOODS

**ABILITIES REQUIRED:** CUT  
**ITEMS AVAILABLE:** Porlyz Heal, Ether, Miracle Seed, Great Ball, X Attack  
**NOTABLE POKÉMON:** Shroomish, Slakoth

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**TRAINER 1: BUG-CATCHER LYLE**

POKÉMON	Wurmple L3		
	Wurmple L3		
	Wurmple L3		
REWARD	¥480		

**TRAINER 2: BUG-CATCHER JAMES**

POKÉMON	
REWARD	



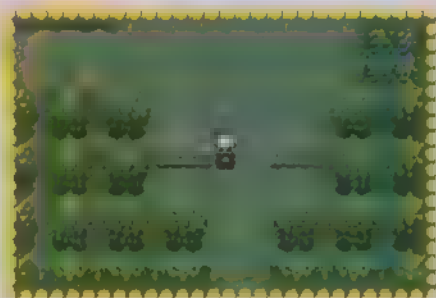
## 1 BACK TO ROUTE 104-SOUTH

Before you proceed to the north, go slightly up, then east and back to the south. You'll wind up on a ledge on Route 104-south that you couldn't reach before. You'll find a Poké Ball there.



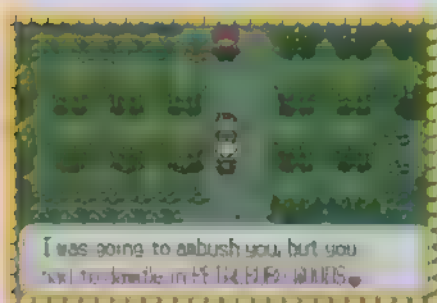
## 2 THROUGH THE WOODS

You cannot completely explore the woods just yet—you need the HM Cut to do so. You can, however, get through the western half to reach Route 104-north. Truck your way on up, battling the Trainers and searching the grass for new Pokémon.



## 3 ENEMY TEAM REVEALED

About halfway through the forest, you'll encounter a Devon Researcher looking around for a Pokémon. After mumbling to himself for a moment, a member of your enemy team (Magma for Ruby, Aqua for Sapphire) will show up and threaten the researcher. You must protect him! Saving the researcher will earn you a **Great Ball**. You'll also learn that your enemy team is looking for something in Rustboro.



## 4 EAST SIDE



Once you have Cut, you can return here, cut down the tree near the Route 104-north exit, and explore the east side of the forest. You'll find a girl who will give you the **Miracle Seed**, and some items: ■ **Great Ball**, an **X Attack**, and two **Tiny Mushrooms**.

## NOTE

The Miracle Seed is a handy Pokémon-held item that slightly increases the strength of Grass moves.



# ROUTE 104 NORTH

ABILITIES REQUIRED: CUT, SURF  
 ITEMS AVAILABLE: Cheri, Oran, Rowst Berry, Potion, PP UP, Wailmer Mail, TM09  
 NOTABLE POKÉMON: None

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## TRAINER 1: LADY CINDY

POKÉMON: Zigzagoon L7  
 REWARD: ¥1400

## TRAINER 2: LASS MALEY

POKÉMON: Lotad L7  
 Shroomish L7  
 REWARD: ¥1400

## TRAINER 3: FISHERMAN JIM

POKÉMON: Wailmer L7  
 Wailmer L7  
 Wailmer L7  
 REWARD: ¥2500



## 1 PRETTY PETAL FLOWER SHOP



## FLOWER SHOP

ITEM	COST
Red Plant	¥3000
Tropical Plant	¥3000
Pretty Flowers	¥3000
Colorful Plant	¥5000
Plant	¥5000
Gorgeous Plant	¥5000

After you exit Petalburg Woods, you'll find yourself on Route 104-north. Just to your left is a quaint little flower shop. Enter to acquire a few useful items and learn some tips about Berries. The girls inside will give you the **Wailmer Pail**, which you can use to water your Berry Trees. You'll also receive a **Rawst Berry**, and learn that there's a machine you can find that will allow you to mix Berries to create candy for your Pokémon. Right now, you can't actually buy anything here, but come back much later and you'll find an attendant here who will sell you goods.

## NOTE

There's a young boy in front of the flower shop by the Loamy Soil who will give you **TM09, Bullet Seed**. Use this to teach your Pokémon a multishot attack. Remember, TMs can be used only once! You may wish to save your game, test out the TM in battle a few times, and then reset. Once you've got a feel for how a TM performs, you can keep it until you have decided on the Pokémon you will give the move to.

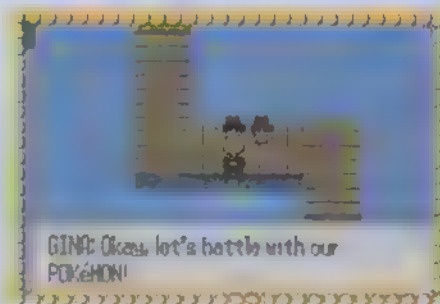
## 2 NORTH TO RUSTBORO

When you're done checking out the flower shop, go outside and look in the grass behind the store for a **Potion**. Water any Berries you planted in front of the shop, then head east and north to reach Rustboro. You'll bump into a few Trainers, but nothing too challenging.



## 3 DOUBLE TROUBLE

When you attempt to cross the bridge to reach Rustboro, you'll meet some twins, presenting the opportunity to try out your first Team Battle. Remember that the first Pokémon on your list and



the top Pokémon on your list will be your initial team for the fight, so sort your Pokémon accordingly before you encounter the duo.





## 4 KIND OLD LADY

Speak to the elderly woman northeast of the lake to get a **Chesto Berry**. She's also standing near some Loamy Soil, so you may wish to use it.



## 5 SNIP, SNIP, SPLASH

Use Cut on the tree in the southeast corner of Route 104-north to receive an **X Accuracy**. When you get Surf later, surf across the water to find a **PP Up**.



### NOTE

There are two exits to Rustboro City in the north—the broad path, and a small fenced-off section to the east of the path. Take the fenced section to reach an **X Defend**.

# RUSTBORO CITY

**ABILITIES REQUIRED:** None  
**ITEMS AVAILABLE:** HM01, X Defend, Great Grass  
**NOTABLE POKÉMON:** None

None  
 HM01, X Defend, Great Grass  
 None



### POKÉMON MART

ITEM	COST
Poke Ball	¥200
Potion	¥300
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Escape Rope	¥550
Repel	¥350
X Speed	¥350
X Attack	¥500
X Defend	¥550

### NOTE

Later, the Timer Ball and Repel Ball are available here for ¥1000 each.



## 1 AROUND TOWN

There's a lot to see and do here in Rustboro, including your first achievable Gym Badge. First, head to your left into the tall building. It's a Devon Corporation tower, and you can receive a **Premier Ball** on the second floor from a child. Stop by the Pokémon Mart if you need to stock up on items, and visit the Pokémon Center to heal your Pokémon. A kid to the left of the Pokémon Mart will mention that Mr. Briney likes to take walks occasionally in a nearby cave—you'll visit him soon.



## 2 CUTTER'S HOUSE

Visit the Cutter's house, just to the left of the Pokémon Center, and talk to him to receive **HM01, Cut**. After you acquire the Stone Badge at the gym here, you can then equip it on a Pokémon of your choice and reach some previously inaccessible areas (the ones you've missed so far have been the east side of Petalburg Woods, and a tree in the southeast corner of Route 104-north).



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## 3 POKÉMON TRAINER'S SCHOOL

The Pokémon Trainer's school is just across the street and to the east of the Pokémon Center. Visit the school and talk to the teacher to receive a **Quick Claw**, an item that your Pokémon can hold. It will occasionally allow your Pokémon to go first in battle, even if it is slower than the opposing Pokémon.



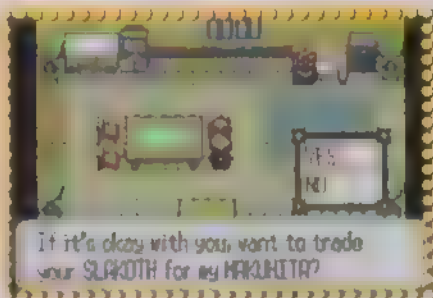
## NOTE

There are many held items in the world like the Quick Claw, with various types of effects. In some ways, they are similar to TMs, because you need to decide which Pokémon can make the best use of an item. However, they are superior to TMs in one way, since the choice isn't final. If you decide another Pokémon could use the item more effectively, or you find a better item for that Pokémon, you can simply swap the items around. Remember that it is also possible to trade Pokémon carrying items, if you want to share something with a friend, and that certain Pokémon will only evolve when traded while carrying an item...



## 4 POKÉMON TRADING

Check the house just east of the Pokémon gym to find a person willing to trade you a Makuhita for your Slakoth. If you're missing a Slakoth, you can pick one up in Petalburg Woods.



## 5 DEVON CORPORATION

The large structure in the northwest corner of town is Devon Corporation's main building. Once you perform a service for the Devon Researcher (just after you earn the first Badge), you'll be able to reach the upper floors.



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## 6 RUSTBORO GYM

Ready to earn your first Badge? Roxanne, a Trainer of Rock-type Pokémon, will grant you one if you can defeat her. Bring along some Grass-or Water-type attacks to challenge her and her Trainers. Once you defeat Roxanne, you will earn the **Stone Badge**, and **TM39, Rock Tomb**. The Stone Badge will allow you to use Cut.

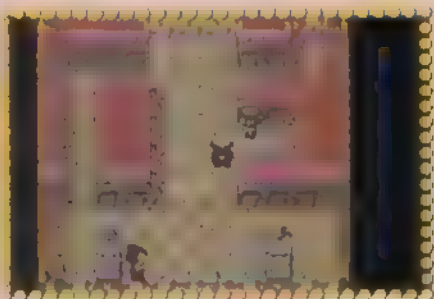


### NOTE

You can skip both Trainers here and go right to Roxanne if you want, but you may as well get the experience and money. Plus, if you've brought along the right type Pokémon, you're not going to have any problems—and there's always a Pokémon Center right outside if you have trouble.

### NOTE

TM39, Rock Tomb is one of several techniques that has a dual effect—it deals Rock-type damage, while simultaneously attempting to lower your target's speed. These attacks can be useful, but remember that they tend to have lower power, accuracy, or chance of inflicting their special damage (in this case, speed reduction) than a more traditional attack. They make up for this by allowing you to pack the power of two moves into one command for your Pokémon.





## TRAINER 1: YOUNGSTER JOSH

Pokémon



REWARD: 500

## TRAINER 2: YOUNGSTER TOMMY

Pokémon



REWARD: 400

## GYM LEADER ROXANNE

Pokémon



Nosepass L15

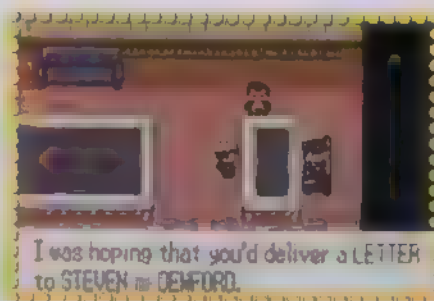
REWARD: 1500, Stone Badge, Nosepass

## 7 ENEMY TEAM TROUBLES

After you leave the gym with your shiny new Badge, you'll spot a member of your enemy team running off. The Devon Researcher you saved in Petalburg Woods will recognize you, and ask you to recover the **Devon Goods** from the enemy team. To do so, you must head east to Route 116 and enter the tunnel there—this also conveniently leads to an encounter with Mr. Briney. When you're prepared, get going!

Once you've recovered the Goods, he'll take you up to the third floor of the Devon Corporation building, give you a **Great Ball**, and tell you to deliver the Goods to the Shipyard in Slateport. After this task is given, he will introduce you to the President, Mr. Stone. The President will give you another job—he wants you to stop off in Dewford Town and deliver a **Letter** to Steven. In exchange for your services, he gives you the Pokémon Navigator, or Pokénav for short. If you speak with the Devon Researcher again before you leave, he mentions that you should also speak with Captain Stern in Slateport.

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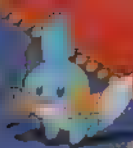


## NOTE

The Pokémon Navigator comes equipped with a map of Hoenn, as well as the ability to track Trainers you have encountered to see if they want to battle you again, and any Ribbons you may have collected for your Pokémon.







## ROUTE 116




ABILITIES REQUIRED:  
ITEMS AVAILABLE:  
NOTABLE POKEMON:

CUT  
Chesto, Pinap Berries, Repel, X Special, Ethel  
Whismur, Skitty



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### TRAINER 1: BUG-CATCHER JOSE

POKEMON:   

REWARD: \$120

### TRAINER 2: YOUNGSTER JOEY

POKEMON:  

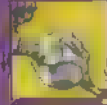
REWARD: \$100

### TRAINER 3: LASS JANICE

POKEMON: 

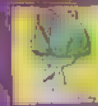
REWARD: \$100

### TRAINER 4: HIKER CLARK

POKEMON:   

REWARD: \$320

### TRAINER 5: SCHOOL KID JERRY

POKEMON: 

REWARD: \$100

### TRAINER 6: SCHOOL KID KAREN

POKEMON:  

REWARD: \$180



## 1 TRAINER BATTLES AND RUSTURF TUNNEL



Assuming you didn't run right back to Route 104 and Petalburg Woods, your first chance to use Cut is along this Route before the cave you need to enter. Hunt around in the grass here for Pokémon, fight the Trainers, and proceed east. In front of the cave, you'll meet an old man who had his Pokémon, Peeko, stolen by your enemy team. They're waiting in the cave for you...

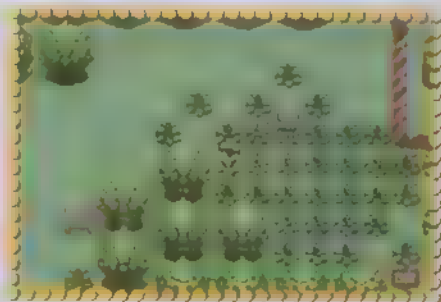
## 2 TUNNELER'S REST HOUSE

After you clear the enemy team presence from Rusturf Tunnel, you'll be able to enter this rest house and, well... rest!



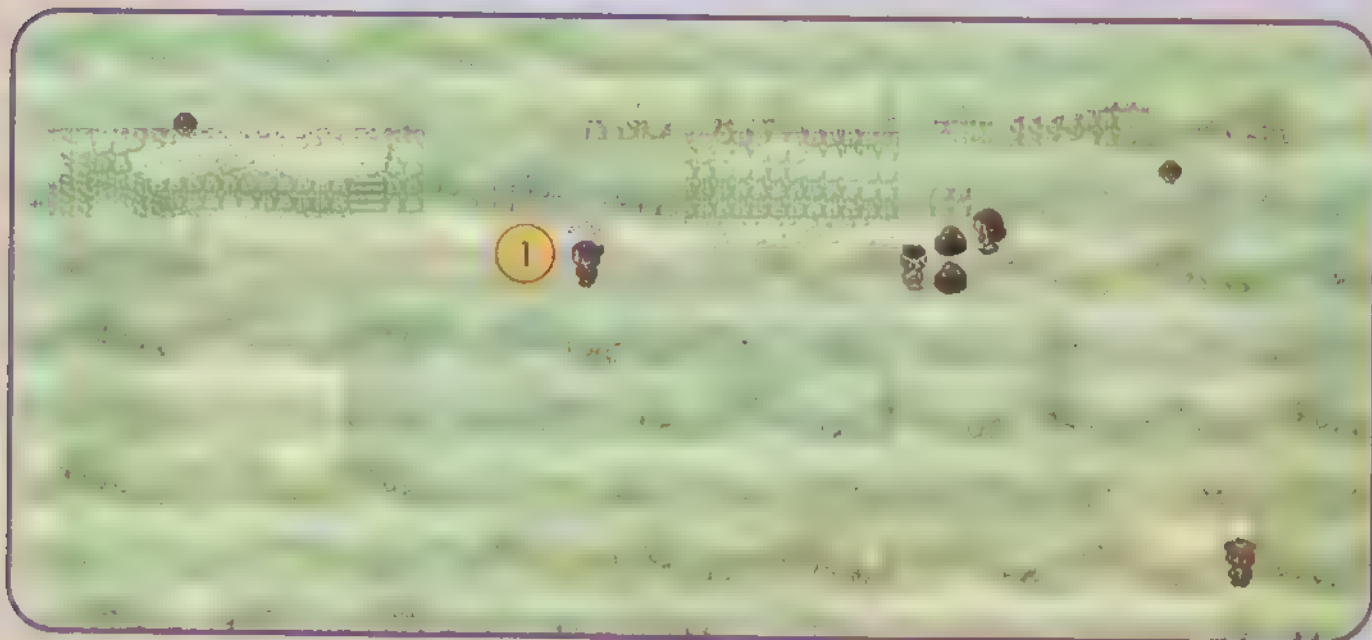
## 3 IN THE TREES

Use Cut on the trees beside the rest house to uncover six Pinap Berries and four Chesto Berries, as well as an Ether.



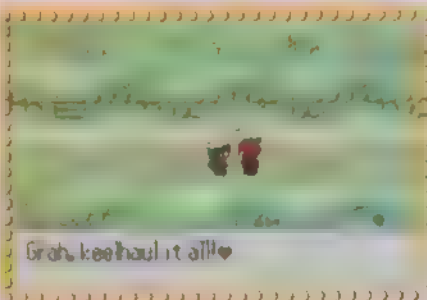
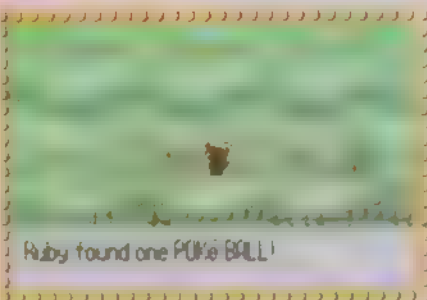
## RUSTURF TUNNEL

ABILITIES REQUIRED: ROCK SMASH  
 ITEMS AVAILABLE: Poké Ball  
 NOTABLE POKÉMON: None





## 1 IN THE TUNNEL



Rusturf Tunnel will link Rustboro City up with Verdanturf Town eventually, but right now it is unfinished, due in no small part to your enemy team causing trouble. Head inside to look for the Devon Goods and Peeko. Check the northwest corner for a **Poké Ball**, then go east to face an enemy team grunt in a Pokémon battle. You'll recover Peeko and the Devon Goods. The old man waiting outside will come in and recover Peeko after the fight—and it turns out he's Mr. Briney! You must return to meet him at his cottage on Route 104-south, but first, bring the goods back to the Devon Researcher.

### ENEMY TEAM GRUNT

POKéMON: Poochyena LV.

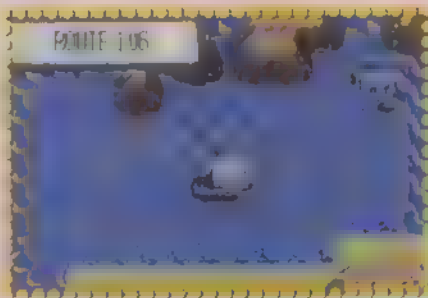
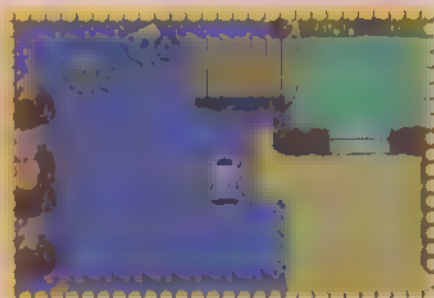
REWARD: ¥220



# ROUTE 104 THROUGH DEWFORD

## 1 A JOURNEY SOUTH

Once you've finished your business in Rustboro and have received the Pokémon Navigator, the Letter to Steven in Dewford, and the Devon Goods for the shipyard in Slateport, you're ready to go call in a favor from Mr. Briney. Travel back south through Route 104 and Petalburg Woods until you reach Route 104-south. Once there, head to the pier and enter Mr. Briney's cabin. He will agree to take you on an ocean voyage south.



### NOTE

With the exception of a single stop at Dewford, this next trek will take you through the water Routes 104, 105, 106, 107, 108, and 109, dropping you off at the beach in 109 in one continuous journey. From there you'll head north toward the next city, Slateport. Much later, when you get Surf (after the fifth Gym, from your dad in Petalburg), you can return to 104 and take the trip on your own to gain experience and capture Pokémon. For now, enjoy the ride, and don't worry about anything you miss. You can come back later—you're not ready for the encounters in this area yet anyway.



## DEWFORD TOWN

ABILITIES REQUIRED:

SURF

ITEMS AVAILABLE:

Silk Scarf, TM08, Old Rod

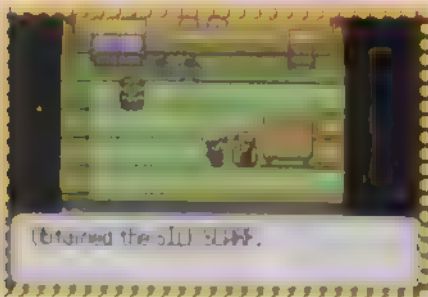
NOTABLE POKÉMON:

None



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## 1 DELIVERING A PACKAGE



Mr. Briney will drop you off at the pier in Dewford. You need to find Steven to deliver the letter from the President. First, take a look around town. If you enter the house right by the pier, a woman inside will give you the Silk Scarf.

**NOTE**

The Silk Scarf is a Pokémon item that slightly raises the power of Normal moves.



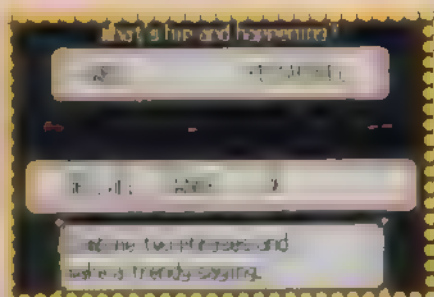
## 2 FISHING THE AFTERNOON AWAY



Talk to a man in the southeast part of town to receive the **Old Rod**, the first (and lowest quality) of the various fishing poles you can acquire. You can fish at any body of water, but don't expect to pull up much more than a Magikarp with the Old Rod!

## 3 SILLINESS

If you feel like educating one of the natives about what's cool and what's not, talk to the man just south of Dewford Hall (above the Pokémon Center). You can use the same phrase selector from your Pokémon Profile. Of course, you don't have to make a phrase that makes any sense at all.



## 4 DEWFORD GYM

The inside of the Dewford Gym, home to Fighting-type Pokémon, is pitch black. Unfortunately, you can't use HM05 Flash just yet, even if you had it. You can stumble around in the dark and beat up on some of the Trainers, though. Each one you defeat will brighten the area up a bit. For Brawly, the Gym Leader, you can use a Flying-type Pokémon to inflict some heavy damage on his Fighting Pokémon if you're having problems with whatever other Pokémon you brought along. Don't use Normal types, though, as the man at the entrance warns, or you'll take quite a bit of extra damage.



### TRAINER 1: BATTLE GIRL LAURA

POKÉMON

Medina L14



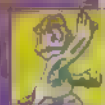
REWARD

¥336

### TRAINER 2: BLACK BELT HIDEKI

POKÉMON

Machop L14



REWARD

¥280

### TRAINER 3: BATTLE GIRL TESSA

POKÉMON

Medina L14



REWARD

¥336

### GYM LEADER BRAWLY

POKÉMON

Medina L14



REWARD

¥280

**NOTE**

You don't need to fight all of the Trainers here, but you might as well, since the experience and money rewards are decent.

**NOTE**

TM08, Bulk Up, is a nice move that raises Attack and Defense at the same time. Outside the dual attack + effect techniques, this is a pretty unique ability. Remember that your attack techniques must be regular types (instead of special types) to benefit from this, and you must be defending against regular types, not special types. If you Bulk Up and use a special attack or try to defend against a special attack, you won't be a very happy Trainer. Your opponent might be, though!

# GRANITE CAVE

**ABILITIES REQUIRED:**

FLASH, ROCK SMASH, MACH BIKE

**ITEMS AVAILABLE:**

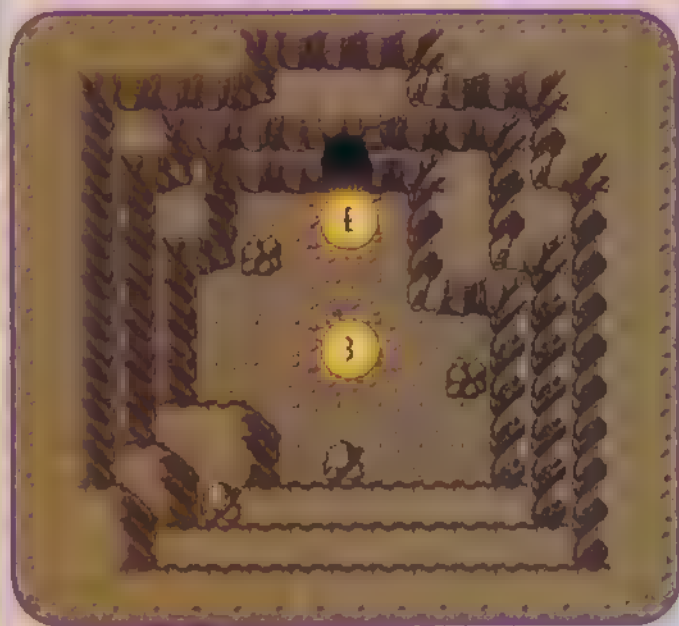
Escape Rope, Poké Ball, Everstone, TM47, Repel, Rare Candy

**NOTABLE POKÉMON:**

Machop, Zubat, Abra, Aron







## NOTE

Call-outs A-E on these maps refer to corresponding tunnel connections in this area.

### TRAINER 1: FISHERMAN NED

POKÉMON

Tentacool L12



REWARD: ¥480

### TRAINER 2: FISHERMAN ELLIOT

POKÉMON

Magikarp L12



Tentacool L8



Magikarp L12

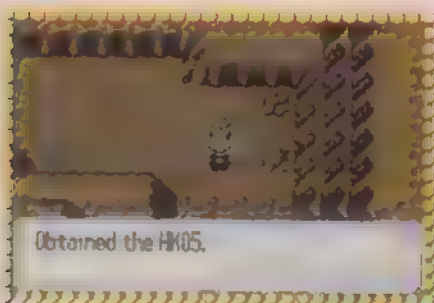


REWARD: ¥440

## NOTE

There's a bunch of Pokémon in the Granite Cave, so you may want to spend a little time here improving your collection and leveling up some of your Pokémon. You're beginning to transition to the mid-game, so you'll want to have a slightly more experienced team as you head for Slateport. In particular, look out for Aron—a dual Steel/Rock type. This is one tough Pokémon, and it has two more evolutions, guaranteeing decent stats if you give it some care and attention. You may also want to grab a Geodude, who will come in handy at the Electric Gym.

## 1 WHERE'S STEVEN?

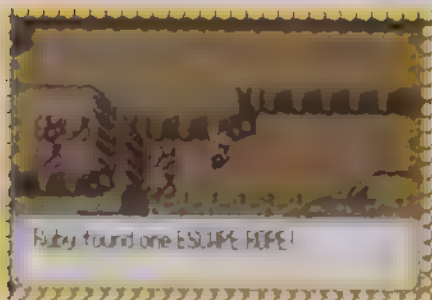


Despite clearing out another gym and acquiring a shiny new Badge, you still haven't found Steven. Head north from Dewford to Route 106, and enter the Granite Cave, located west down the beach just a short ways. Inside, a man will hand you Flash, a new HM that will let you see in dark areas.

## 2 FINDING STEVEN

Now that you have the Knuckle Badge and HM05, Flash, you can teach it to a Pokémon (just pick one you weren't planning on using if you don't want to waste a spot on one of your regular team members) and explore the Granite Cave. Head west from the entrance and go down the stairs to enter the deeper, darker parts of the cave. Use Flash, and go slightly east, then south to pick up a Poké Ball. Next, head east again to another ladder and climb down. Go all the way west, then north up the steps, and finally east until you spot a small rock—an Everstone. Pick it up, then continue all the way east and go up the ladder. You'll wind up one floor above the ground, beside another ladder. Climb it, and from where you end up (back on the first floor), it's a short trip to the southwest to find Steven.

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## NOTE

There's a sandy waterfall slide midway through the first dark area on the north side of the passage. You can't climb it just yet, but remember it for later when you have a Bikel.

## NOTE

The Everstone is a convenience item that prevents Pokémon from evolving when it's equipped. This is nice when you're dealing with a Pokémon that will learn only certain moves in a less evolved form. You can avoid the hassle of having to prevent their evolution continuously by simply equipping the Everstone until the Pokémon has learned the moves you want, then remove it to allow evolution. Consider it a useful Trainer's tool.



## 3 ABOUT TIME!

Now that you've finally tracked down this elusive fellow and delivered the letter, Steven rewards you for your efforts with **TM47**, Steel Wing. Your task is complete, so return to Dewford, talk to Mr. Briney, and he'll complete your trip to the beach at Route 109.



## 4 BIKE PASSAGE

Come back to this cave with the Mach Bike, and you can coast up the sandy slope that barred your passage before. Above, you'll find a few ladders that will lead you to a **Repel** and a **Rare Candy**.



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# ROUTE 109-BEACH

ABILITIES REQUIRED: SURF  
ITEMS AVAILABLE: Soft Sand, Soda Pop  
NOTABLE POKÉMON: None

### TRAINER 1: SAILOR HUEY

POKÉMON: Machop 9/4  
REWARD: P448

### TRAINER 2: SAILOR EDMOND

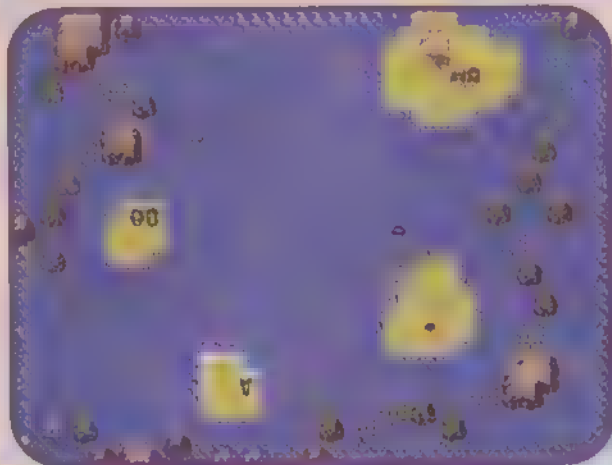
POKÉMON: Machop 9/4  
REWARD: P887

### TRAINER 3: TUBER RICKY

POKÉMON: Machop 9/4  
REWARD: P448

### TRAINER 4: TUBER LOLA

POKÉMON: Machop 9/4  
REWARD: P448





## 1 BEACHCOMBING

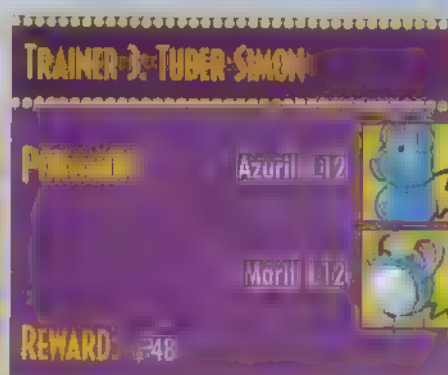


There are a few Trainers here on the beach, and you know what to do with them. While you're there, talk to the little girl playing with her brother to receive the **Soft Sand**. When you're done, take a break in the Seashore House!

### NOTE

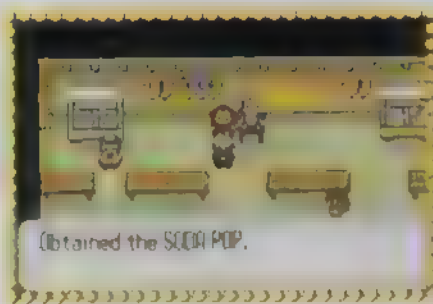
Soft Sand is a Pokémon item that slightly increases the strength of Ground-type attacks.

## 2 SEASHORE HOUSE BATTLES





A few Trainers are hanging out in here, spoiling for a fight. Once you defeat all three, speak to the man at the top-center of the house and he'll reward you with a six-pack of Soda Pop. You can use Soda Pop like a Potion to restore 60 HP. If you want to get more, he'll sell them to you for ¥300 each. Once you're done here, you can leave the beach and head north to Slateport City.



## SLATEPORT CITY

ABILITIES REQUIRED:

None

ITEMS AVAILABLE:

Effort Ribbon, TM46, Pokéblock Case, Soolhe

NOTABLE POKÉMON:

None

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## 1 WELCOME TO SLATEPORT

Your enemy team has a strong presence here, but you've got a job to do. You must deliver the Devon Goods to Captain Stern. Talk to Dock at the shipyard, then head to the Oceanic Museum, just above his shipyard on the east side of town. There's a ¥50 fee to enter. If you talk to the first enemy team member you spot inside, he'll give you **TM46, Thief** (appropriate, don't you think?). After you spend a few moments chatting with the suspicious members of your enemy team, head upstairs to deliver the Devon Goods to Captain Stern. As soon as you do this, your enemy team will interfere, and you'll have a pair of fights on your hands. Once you defeat the Grunts, a bigwig from your enemy team shows up, threatens you a bit, then wanders off with goons in tow. Nothing to worry yourself about for now, though—Captain Stern will depart for his undersea expedition, so you can now go about exploring the city.



### NOTE

TM46, Thief, is a nifty move, but hardly an essential one. It does, however, have a Dark attribute, which can be handy, and makes for an amusing (though not particularly effective) tool in multiplayer. Theft in link battles is not permanent, just for the duration of the fight.

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## 2 SHOPPING OPPORTUNITIES



There's quite a bit of shopping to be done in town. If you check the southwest area of the city, you'll find a multitude of stores. Hope you brought some cash!

### NOTE

There are several shops in the market. Look around a bit in the marketplace to find the item you want. One of the vendors will only sell to you once you've found the TM containing Secret Power.

### NOTE

The woman next to the man selling vitamins for your Pokémon will reward your Pokémon with an **Effort Ribbon** if your Pokémon likes you enough.

### POKÉMON MART

ITEM	COST
Poké Ball	¥200
Great Ball	¥600
Potion	¥300
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Escape Rope	¥550
Repel	¥350
Harbor Mail	¥50



## MARKETPLACE

ITEM	COST
Azurill Doll	¥3000
Marowak Doll	¥3000
Skitty Doll	¥3000
Red Brick	¥500
Blue Brick	¥500
Yellow Brick	¥500
Red Balloon	¥500
Blue Balloon	¥500
Yellow Balloon	¥500
C Low Note Mat	¥500
D Note Mat	¥500
E Note Mat	¥500
F Note Mat	¥500
G Note Mat	¥500
A Note Mat	¥500
B Note Mat	¥500
C High Note Mat	¥500
TM10	¥8000
TM43	¥8000
Protein	¥9800
Iron	¥9800
Carbs	¥9800
Zinc	¥9800
Calcium	¥9800
HP UP	¥9800

## 3 POKÉMON FAN CLUB

Stop by the building just above the marketplace to meet some true Pokémon fanatics, including a TV reporter who will interview you about your most liked Pokémon. If one of your Pokémon really likes you, then the woman at the top of the room will give you the **Soothe Bell** when you speak with her. This is a held item that will improve your Pokémon's disposition toward you.



## 4 NAME RATER

The house just above the fan club contains the elderly Pokémon, Name Rater. If he likes one of your Pokémon's names, he'll let you rename any Pokémon you have with you.



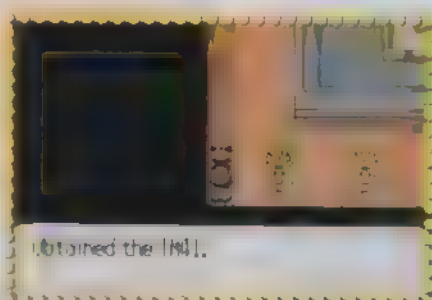
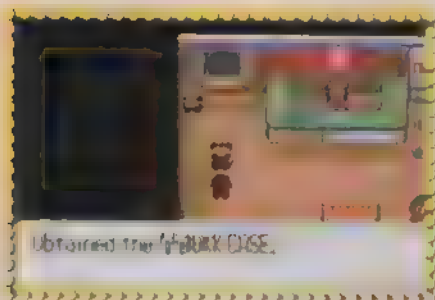
## 5 S.S. TIDAL FERRY

While it isn't active yet, the building at the top-right will eventually harbor the S.S. Tidal, a ship that will take you far to the east of Hoenn.



## 6 HYPER POKÉMON CONTEST

If you speak with one of the people just outside the northwest building, they'll mention something about Pokéblocks that can be made from Berries and fed to your Pokémon. They are created using a Berry Blender... And why would you need to groom and feed your Pokémon? Why, for the Pokémon Contest, of course! Enter the northwest building to take a look. A girl inside will give you the Pokéblock Case, which will allow you to store Pokéblocks created in the Berry Blenders inside. Be sure to bring along plenty of Berries!



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### NOTE

You can't compete in Hyper Rank Pokémon Contests yet—first you've got to work your way up. The Normal Rank Pokémon Contests are held in Verdanturf Town, which you will be able to reach quite soon if you're curious.

There is one useful thing you can do here, however. Enter the Contest hall itself and talk to a man in the lower-left corner. He'll give you **TM41, Torment**. Torment prevents the Pokémon you use with it from using the same move twice in a row. This is somewhat useful when you've got a damaging status ailment on it and you think you can guess which attack will be coming up.

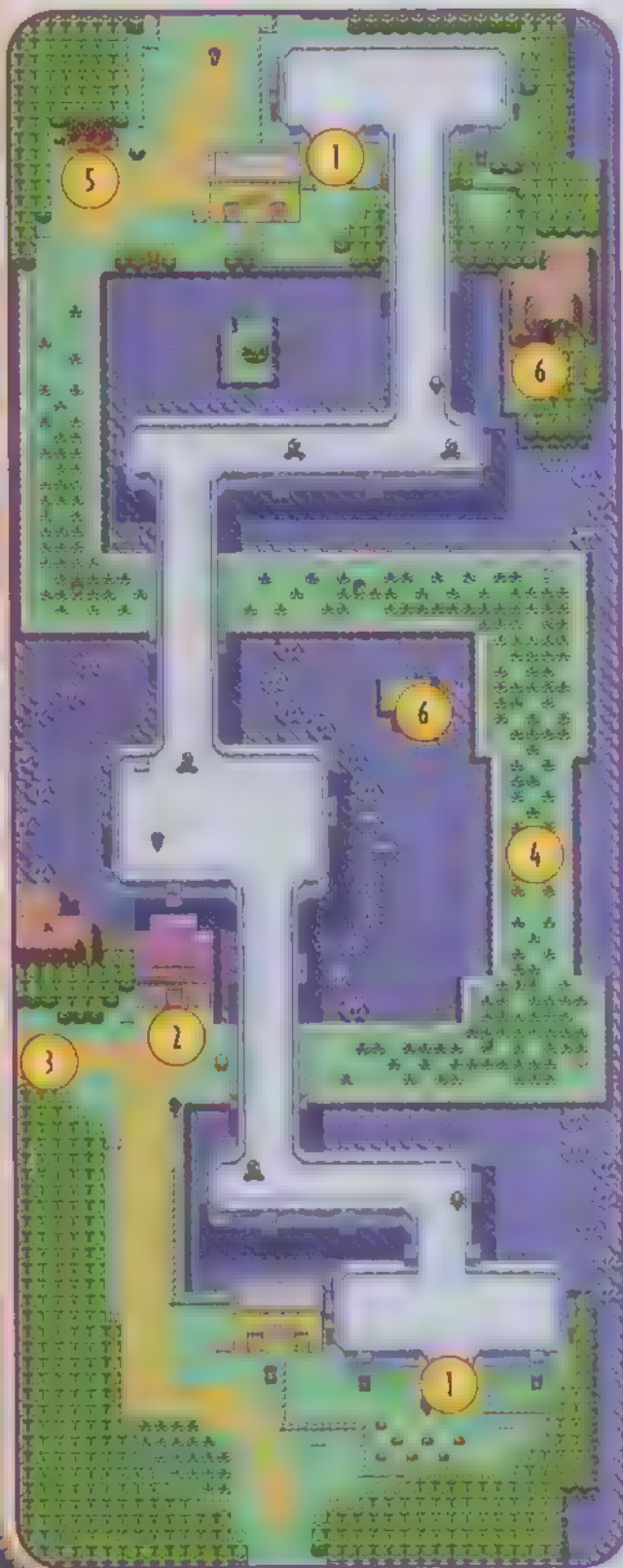


# ROUTE 110

ABILITIES REQUIRED:  
ITEMS AVAILABLE:  
NOTABLE POKÉMON:

SURF, EITHER BIKE  
Dire Hit, Rare Candy  
Minun, Gulpin

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## TRAINER 1: POKÉFAN ISABEL

POKÉFAN

Isabel

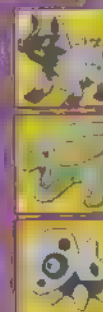


REWARDS

## TRAINER 2: YOUNGSTER TIMMY

POKÉFAN

Poochyena L12



REWARDS

## TRAINER 3: COLLECTOR EDWIN

POKÉFAN

Nuzleaf L12



REWARDS

## TRAINER 4: PSYCHIC EDWARD

POKéMON:

Abra L16



REWARD:

## TRAINER 5: FISHERMAN DALE

POKéMON:

Lapras

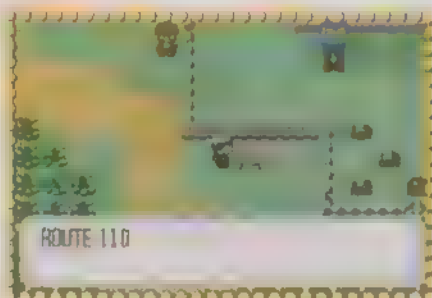


REWARD: P480

## 1 CYCLING ROAD

Just past the entrance to Route 110, you'll find a building that provides access to the Cycling Road, which will take you all the way north through Route 110.

Unfortunately, you cannot use it yet—you need a bike first! Once you get a bike, you can come back and cruise across it, clearing out the Trainers. Doing this will also give you a faster path from north to south on this Route.



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## NOTE

If you ride the Mach Bike on the Cycling Road from north to south, you'll see a sign at the bottom that displays your best time and number of collisions.

## TRAINER 1: TRIATHLETE LANCE

POKéMON:

Volitorb L7



Volitorb L7



Magneite L15



REWARD: P600

## TRAINER 2: TRIATHLETE JASMINE

POKéMON:

Lapras



REWARD: P700

## TRAINER 3: TRIATHLETE BENJAMIN

POKéMON:

Lapras



REWARD:



## TRAINER 4: TRIATHLETE ANTHONY

POKÉMON: Magnemite L16

REWARD: ¥640

## TRAINER 5: TRIATHLETE ABIGAIL

POKÉMON: Magnemite L16

REWARD: ¥680

## TRAINER 6: PSYCHIC ACRYN

POKÉMON: Abra L16

REWARD: ¥640

## 2 TRICK HOUSE



There's a house just northwest of the Cycler's building that has eight floors and quite a few puzzles. Check the optional areas section for more information on this puzzling building. For now, don't worry about it. You need Strength to fully explore it, and that's something you don't have just yet.

## 3 DETOUR TO ROUTE 103-EAST



You can head west of the Trick House to reach Route 103-east and fight a few Trainers there, but it's not necessary. Do so only if you want some more experience and cash. There's also a pair of trees that can be Cut, allowing you access to a **Guard Spec.**, four **Cheri Berries**, and two **Leppa Berries**, along with three plots of Loamy Soil. You'll hit some water that you can't get across yet. Later when you have Surf, you can use this as a shortcut between 103-east and 103-west, which will allow you to go quickly from Route 110 to Oldale, conveniently tying the lands together.

## TRAINER 1: AROMA LADY DAISY

POKÉMON: Roselia L16

REWARD: ¥640

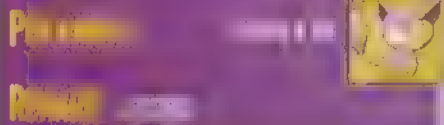
## TRAINER 2: TEAM BATTLE TWINS LILY & LIV

POKÉMON: Plusle L16

Minun L16

REWARD: ¥384

## TRAINER 3: POKÉMAN MIGUEL



## TRAINER 4: FISHERMAN ANDREW



## 4 NORTH TO MAUVILLE CITY

Now that you're done with detours, go back to the Trick House, walk east under the Cycling Road, and head north. On the way, you can pick up a **Dire Hit** in the grass.

You'll also bump into your rival, Prof.

Birch's kid! He has been training Pokémon, so expect a slightly tougher fight this time.

Defeat him and you'll be rewarded with an **Itemfinder**, which you can use to sniff out hidden items.



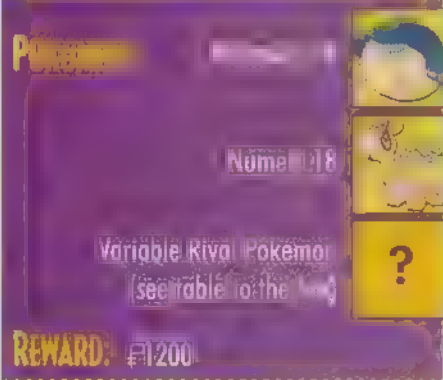
## ORIGINAL POKÉMON

Treecko  
Torchic  
Mudkip

## RIVAL POKÉMON

Combusken  
Marshomp  
Grovyle

## RIVAL BATTLE



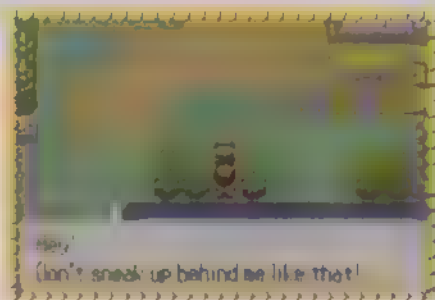
## 5 BERRIES

You'll find a triple patch of Loamy Soil just before Mauville City, which is also home to three trees, each holding three **Nanab Berries**. Take them all, plant (and water) some other Berries, then proceed toward the city.



## 6 SURFING

Later when you get Surf, you can come back here to pick up a **Rare Candy**. You'll also be able to access the Power Plant. Take a look in the Optional Areas section of this guide for more information.





# MAUVILLE CITY

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: Both Bikes, HM06, TM34, Dynamo Badge, Coin Case, Mudkip Doll, X Speed  
 NOTABLE POKÉMON: None



## POKÉMON MART

ITEM	COST
Poke Ball	¥200
Great Ball	¥600
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
X Speed	¥350
X Attack	¥500
X Defend	¥550
Guard Spec.	¥700
Dire Hit	¥650
X Accuracy	¥950

## 1 AROUND TOWN—ROCK SMASH AND RYDEL'S BIKES



There are lots of goodies here for you, including a new HM, another Badge, and a Bike! First, enter the house in the southeast corner to receive **HM06**, Rock Smash. After you defeat the Gym Leader here, you'll be able to use it to break the large rocks that block your path. Next, head to the house in the upper-right, and you'll receive the Bike of your choice! You can take either the **Mach Bike**, which allows you to ride around very quickly, or the **Acro Bike**, which enables you to leap over small obstacles, but you won't move quite as fast. For now, take the Mach Bike. You can return at any time and exchange it for the Acro Bike (say, much later when you have Fly), and then go and explore all the places you were unable to reach without it. Finally, check behind the fence in the southeast corner of town to get an X Speed.

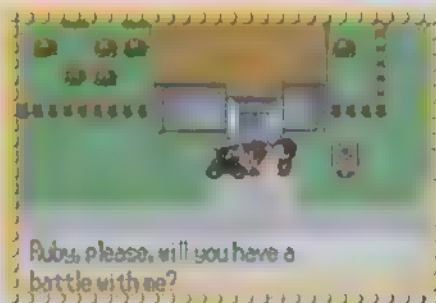
## 2 RECORD EXCHANGE

Stop by the Pokémon Center and talk to the man in the upper-left corner. He'll tell you tales of legendary Trainers—sort of. If you've achieved anything interesting, he'll ask you about it, then record it. Not very neat by itself, but if you go upstairs, you'll find that the Record Center is open (third booth on the right). This place allows you to exchange records with other human Trainers by using your Game Boy® Advanced Game Link® cable. If you do so, the man will know of their achievements, as well, so you can compare accomplishments!



## 3 WALLY RETURNS

Wally has been busy while you've been off adventuring, and he's shown up at the Gym here in town with his favored Pokémon, Ralts. He wants to prove to his uncle that he can battle, so he challenges you to a duel. After you beat him, he'll realize he's not ready and returns to Verdanturf. Once Wally leaves, you can enter the gym anytime you wish.



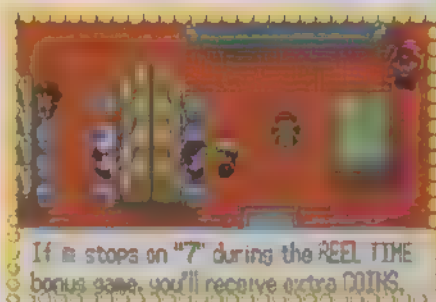
45

## 4 MAUVILLE GAME CORNER

Yup, it's back in Ruby and Sapphire! You need the Coin Case to get in, and you can get it next door from a girl who wants some mail from Slateport City. If you bike back down to the Pokémon Mart, pick up the mail, and return, then she'll hand over the **Coin Case**, and you can play games in the Game Corner. Also, talk to the woman in the northwest corner of the Game Corner, and she'll give you a **Mudkip Doll** for free!

## GAME CORNER REWARDS

TM32	1500 Coins
TM29	3500 Coins
TM35	4000 Coins
TM24	4000 Coins
TM13	4000 Coins
Treeca Doll	1000 Coins
Torchic Doll	1000 Coins
Mudkip Doll	1000 Coins





## 5 MAUVILLE CITY GYM

Time to earn your third Badge! This Gym has Electric-type Pokémon, so bring along your Ground or Rock Pokémon for an easy victory. You've got to flip a few switches on the ground to move around the electrical barriers, but nothing too complicated. Defeat the Trainers for practice, return to the Pokémon Center if you need to rest, then go for the Gym Leader. Once you've acquired the **Dynamo Badge**, it's time to leave town. Head north for Route 111.



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### NOTE

You don't have to go north here—while you can't make any progress east on Route 116, you could go left to Route 117 and all the way to Verdanturf Town to visit Wally, as well as clearing out the rocks in Rusturf Tunnel with Rock Smash. However, going north to Route 111 will eventually wrap back around the northwest of Hoenn and return to Mauville through Route 117, so it's up to you. This guide assumes you'll head north, but if you do go west first, don't worry about messing anything up. Just expect to have the areas cleared out when you come through again.

### TRAINER 1: GUITARIST KIRK

**POKÉMON** Electricite 118

**REWARD:** 1000

### TRAINER 2: YOUNGSTER BEN

**POKÉMON** 100

**REWARD:** 100

### TRAINER 3: GUITARIST SHAWN

**POKÉMON** 100

**REWARD:** 100

### TRAINER 4: BATTLE GIRL VIVIAN

**POKÉMON** 100

**REWARD:** 100

### GYM LEADER WATTSON

**POKÉMON** Magnemite 22

Voltorb 20

Magneon 23

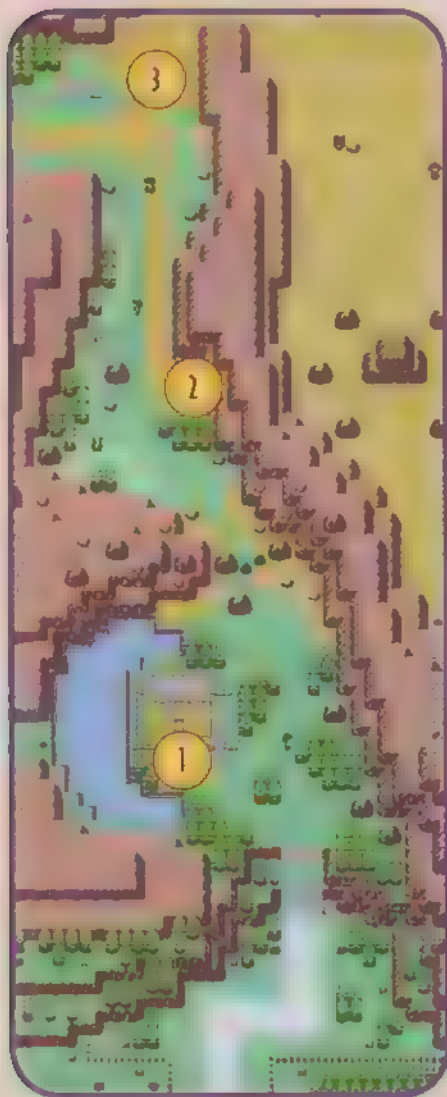
**REWARD:** 2300, Dynamo Badge

### NOTE

TM34, Shock Wave is a handy electric attack that will never miss. Consider giving it to a strong Electric Pokémon, or mixing it up and giving it to a Pokémon that wouldn't normally have access to this type of move.

## ROUTE 111 SOUTH

ABILITIES REQUIRED: ROCK SMASH, SURF  
 ITEMS AVAILABLE: Macho Brace, HP UP  
 NOTABLE POKÉMON: None



## TRAINER 1: PICKNICKER IRENE

Poliwhirl

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## TRAINER 2: CAMPER TRAVIS

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1

## THE WINSTRATE FAMILY

Just up the path and to the left, there's a small house that holds the Winstrate Family Pokémon team. They'll happily challenge you to four consecutive Pokémon battles. Give it a shot! If you can defeat them all, you'll acquire the **Macho Brace**, a Pokémon item that increases Growth Rate, but also lowers Speed. After you're done with the family, return to the trail and continue northward.



## NOTE

Enter their house and check out their television after the battles—there might be a broadcast about you and your Pokémon from the Pokémon Fan Club! Yes, it is possible to see reports on yourself. Any time you see a television in someone's house, take a look. It doesn't help you in any way, but it is nice to enjoy a little fame.

## TIP

After you get Surf, come back and surf across the small lake here to acquire an HP Up.



## WINSTRATE VICTOR

POKÉMON:

Tailow L14



Zigzagoon L16



REWARD: ¥320

## WINSTRATE VICTORIA

POKÉMON:

Roselia L17



REWARD: ¥340

## WINSTRATE VIVI

POKÉMON:

Marill L15



Shroomish L15



Nimble L15



REWARD: ¥300

## WINSTRATE VICKY

POKÉMON:

Meditate L18



REWARD: ¥360



Obtained the MACHO BRACE.

2

## DOUBLE TEAM



There's a set of rocks just a short distance up the trail from the Winstrate family house. Destroy them using Rock Smash and you'll trigger a two-on-two battle up ahead. The Trainers are TV reporters, and they'll interview you after the fight. Don't be surprised if the interview shows up on a television in the near future!

## TEAM BATTLE: GABBY & TY

POKÉMON:

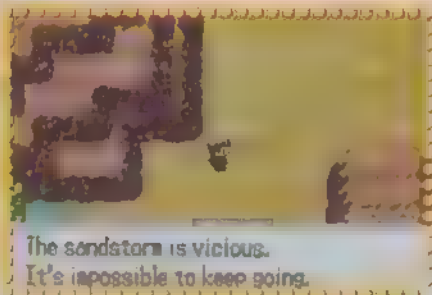
Whismur L19



REWARD: ¥1824

3

## NORTH TO THE DESERT

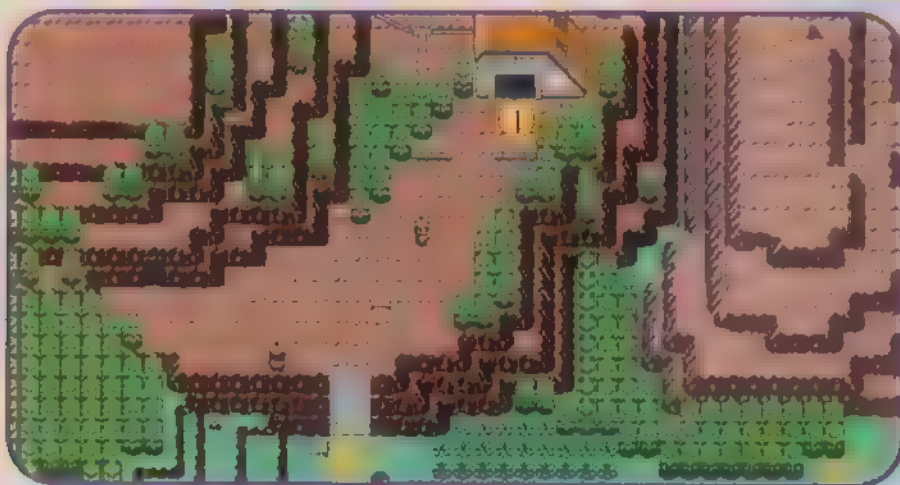


The sandstorm is vicious.  
It's impossible to keep going.

A few more Trainer battles lie in your way before you eventually hit an impossible barrier—a large desert to the north. Since you can't get through here yet, turn west to reach Route 112. You can return to this location later once you're suitably equipped to explore the desert.

# ROUTE 112 FRONTSIDE

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: None  
 NOTABLE POKÉMON: Numel



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## TRAINER 1: CAMPER LARRY

POKÉMON

Nozleaf L18

REWARD: ¥288

## TRAINER 2: PICNICKER CAROL

POKÉMON

Taillow L18

Luminox L18

REWARD: ¥288

## TRAINER 3: HIKER TRENT

POKÉMON

REWARD: ¥640

## TRAINER 4: HIKER BRICE

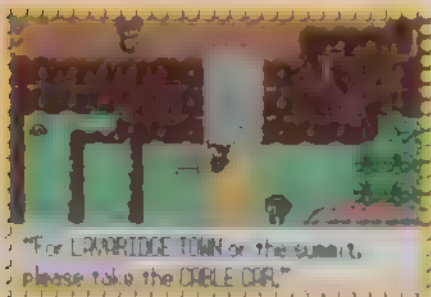
POKÉMON

REWARD: ¥720

## 1 BLOCKED PASSAGE

Route 112 is a small area at the base of Mount Chimney to the west. It serves as a hub for transport between several areas. Right now, the only place you can go is into a cave entrance leading to the Fiery Path. The Cable Car up to Mt. Chimney is blocked by mem-

bers of your enemy team, and it's impossible to go up the steep slope to the west, so onward to the Fiery Path you go! The entrance is just to the west of the Cable Car.



**SAPPHIRE  
VERSION**



# FIERY PATH

ABILITIES REQUIRED: STRENGTH  
 ITEMS AVAILABLE: TM06, Fire Stone  
 NOTABLE POKÉMON: Slugma, Koffing

50



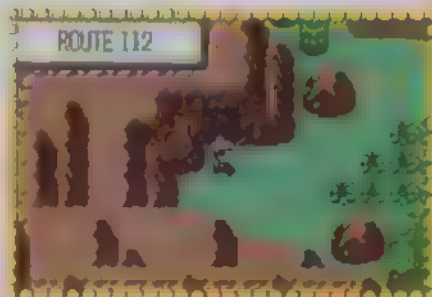
## 1 IN AND OUT

A quick passage through this cave from south to north will place you at the backside of Route 112. There's a little bit more to this cave than you can explore right now—you need Strength to push aside several giant boulders to access the western part of the cave. Don't worry about that right now, though; just go north and exit to the back of Route 112.



## 2 WESTERN HALF

Once you've acquired Strength, come back here and you can pick up TM06, Toxic, and a Fire Stone.

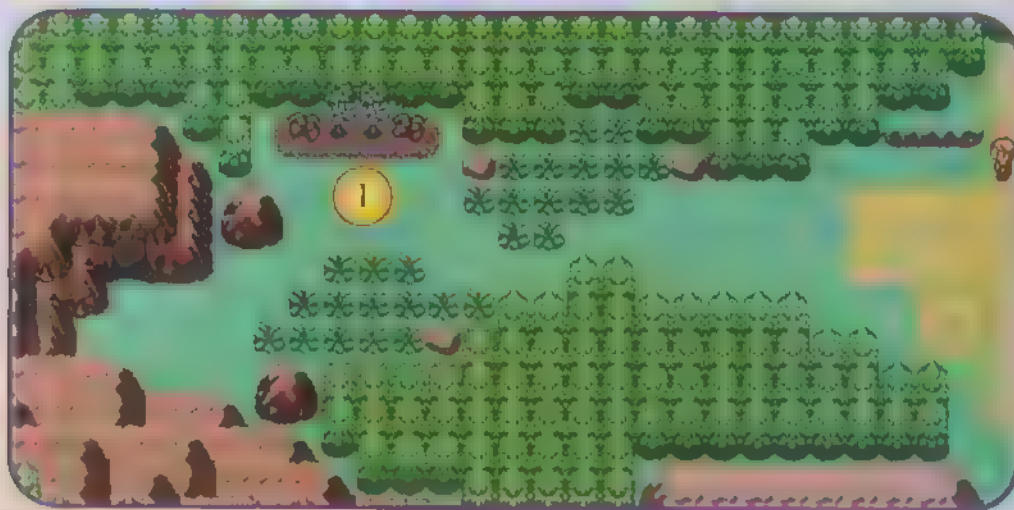


## NOTE

Toxic is a mean Poison attack that inflicts increasing damage every round that it stays on a Pokémon. Useful for whittling down Pokémon that have a lot of HP, particularly if you can back it up with some other abilities that prevent your target from switching Pokémon or retaliating while Toxic does its work.

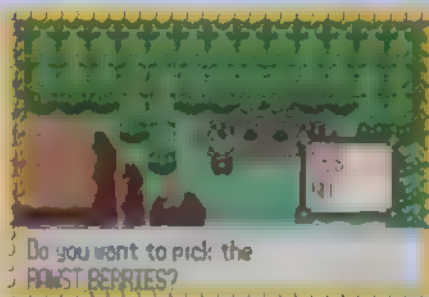
## ROUTE 112 BACKSIDE

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: Rowst, Pecha Berries  
NOTABLE POKÉMON: None



## 1 BERRY PICKING

Just outside the Fiery Path, you'll find four Pecha Berries in two trees and four Rowst Berries in two trees. When you're done picking them, you'll also discover four patches of Loamy Soil that's ideal for planting. Unfortunately, this isn't a very convenient location to return to and harvest, but keep it in mind if you're in a Berry breeding frenzy. Once you're done playing farmer, go east to Route 111-north.





# ROUTE 111 NORTH

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: TM43, Razz, Oran Berries  
 NOTABLE POKÉMON: None



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## TRAINER 1: COOLTRAINER WILTON

### POKÉMON:

Electrike L18



Wailmer L18



Makuhita L18



REWARD: ¥864

## TRAINER 2: COOLTRAINER BROOME

### POKÉMON:

Wingull L18



Roselia L18



REWARD: 000

## 1 SECRET BASE!

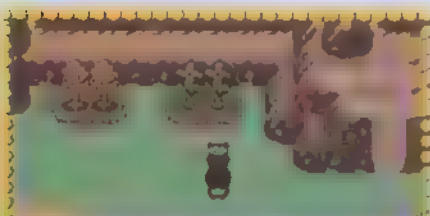


Obtained the TM43.

You'll find a boy standing in front of a large tree just north of the first Trainer you face. He'll hand over **TM43**, Secret Power. You can use this TM on large trees and cracks in rock walls to create your own Secret Base, anywhere you want! This TM will also allow you to shop at the Secret Power shop all the way back in Slateport City. After you equip the TM, spend some time looking around the map before you finally decide where you want to place your new home. You can decorate it with the various Dolls and furniture that you purchase at stores. These items are usually expensive, so you'll probably want to wait until much later in the game before you go on a spending spree.

## 2 BERRY BLOSSOM

There's a big patch of Loamy Soil at the northern tip of this area, four spots to be exact. This area is loaded with six **Razz Berries** and four **Oran Berries**. If you speak with the girl standing near the Berry Trees, she'll give you another **Razz Berry**.



Obtained the RAZZ BERRY.

## 3 UP ON A RIDGE

If you've come here on the Mach Bike, you can reach the upper ledge in the northeast corner and face a Trainer up there. You'll also find three indents in the rock wall, any of which could be turned into your Secret Base by using Secret Power. Take a look!



## 4 A REST STOP



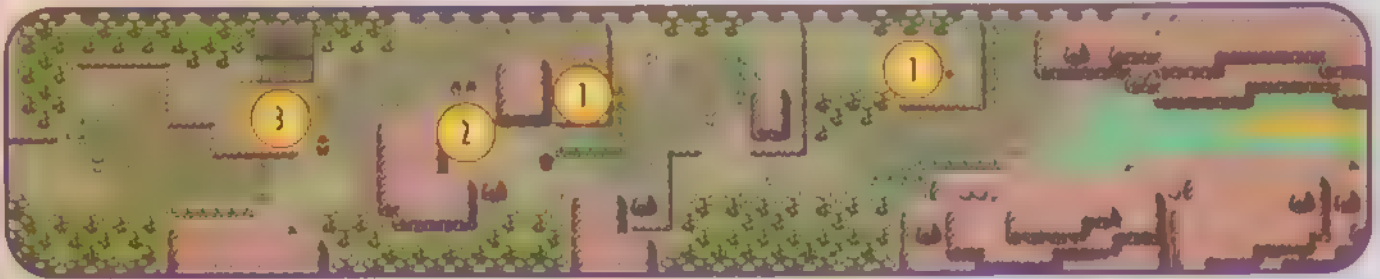
OLD LADY'S REST STOP  
"Come in and rest your tired bones."

Pokémon all worn out? Don't worry, there's a house where you can recover in the northeast corner of this area. Once you're fresh and prepared, head west to Route 113.



# ROUTE 113

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: Super Repel, Max Ether  
 NOTABLE POKÉMON: Spinda, Sandshrew



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## TRAINER 1: YOUNGSTER NEAL

POKÉMON:



REWARD: P300

## TRAINER 3: PARASOL LADY MADELINE

POKÉMON:



REWARD: P300

## TRAINER 5: YOUNGSTER DILLON

POKÉMON:

Aron



REWARD: P320

## TRAINER 2: NINJA BOY LEO

POKÉMON:



REWARD: P200

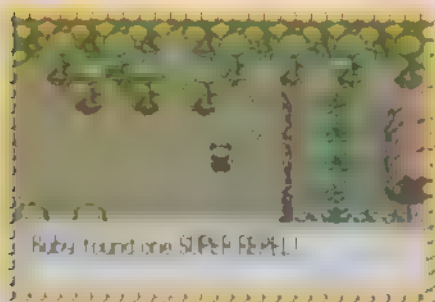
## TRAINER 4: NINJA BOY LUNG

POKÉMON:



REWARD: P200

## 1 WEST TO FALLARBOR TOWN



There's not a whole lot to see along this Route, but it is curiously covered in ash—from the nearby volcanic activity. Truck your way across, battling as you go. The little piles of ash that look like red lumps conceal Ninja Trainers. Watch out for their Koffing Pokémon—they like to use Self Destruct. A little backtracking will also net you a Super Repel and a Max Ether.

## 2 ANOTHER DOUBLE FIGHT



About halfway through Route 113, you'll find a pair of twins spoiling for a team fight. Grant their wish to get some more practice!

## TEAM BATTLE: TORI &amp; TIA

POKÉMON: Whismur L20

Whismur L20

REWARD: ¥480

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## 3 GLASS WORKSHOP



All the ash scattered over the grass would seem like nothing more than a way of getting dirty, but if you stop by the Glass Workshop, the man inside will gift you with a Soot Sack. You can use this to gather Volcanic Ash as you walk around in the grass. The man also says he'll reward you if you return with it filled up. You might want to invest in some Repel items if you're going to do some ash collecting, though, because the encounter rate along Route 113 is pretty high.

## NOTE

If you gather up enough ash for the man in the Glass Workshop, he'll let you choose from a variety of colored Flutes—Blue, Yellow, Red, White, or Black. You can also pick up either a Pretty Chair or a Pretty Desk—furnishings for your Secret Base! Check out our Pokémon Extras chapter for a complete list of Flute powers.



# FALLARBOR TOWN

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: None  
NOTABLE POKÉMON: None

56

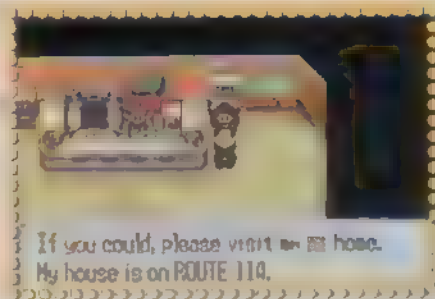


## POKÉMON MART

ITEM	COST
Great	¥600
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Escape Rope	¥550
Super Repel	¥500
X Special	¥350
X Speed	¥350
X Attack	¥500
X Defend	¥550
Dire Hit	¥650
Guard Spec.	¥700

## 1 TAKE A BREAK

Finally, another town! You can rest up in the Pokémon Center, and go shopping in the Pokémon Mart. Inside the Pokémon Center, you'll meet Lanette—creator of the Pokémon Storage System that you've been using at the PCs in various Pokémon Centers. She invites you to visit her home at Route 114.



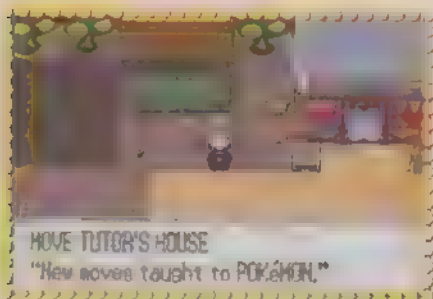
If you could, please visit my home.  
My house is on ROUTE 114.

## 2 SUPER POKÉMON CONTEST



Yes, you still need to first go to Verdanturf Town to register for the Normal Rank before you can compete here. This town is pretty isolated, but once you have access to Fly, you can get up here quickly to compete whenever you want.

## 3 MOVE TRAINER



There's a man in the northwest house who will accept a Heart Scale; and in exchange, he'll teach any one of your Pokémon any move. When you find the scale, return here and consider your choice carefully.

## ROUTE 114

**ABILITIES REQUIRED:** SURF, WATERFALL, ROCK SMASH  
**ITEMS AVAILABLE:** TM05, TM28, Seedot Doll, Razz, Persim Berries, Protein, Rare Candy  
**NOTABLE POKéMON:** Nuzleaf

## NOTE

Secret Bases galore! There are five indentations in the rocky walls of the mountain here. If you're in a real estate browsing mood, take a look around—you might find something you like.

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## TRAINER 1: FISHERMAN NOLAN

POKéMON: Barboach 20

REWARD: 800



## TRAINER 2: FISHERMAN CLAUDE



POKéMON:




REWARD: 400



## TRAINER 3: PICNICKER NANCY

POKÉMON:  


REWARD: 


## TRAINER 4: CAMPER SHANE

POKÉMON:  

REWARD: 

## TRAINER 5: POKÉMANIAC STEVE

POKÉMON: 


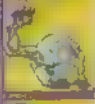

REWARD: 


## TRAINER 6: KINDLER BERNIE

POKÉMON:  

REWARD: 

## TRAINER 7: HIKER LUGA

POKÉMON:   

REWARD: 

## TRAINER 8: HIKER LEMMY

POKÉMON:  

REWARD: 

## 1 FOSSIL MANIAC



You'll find the Fossil Maniac's house just inside Route 114. Enter and talk to the boy by the hole in the wall. He'll tell you his older brother is the maniac, and then give you **TM28, Dig**. The maniac is in a cave inside the hole, but he won't give you any fossils. He will, however, tell you that there might be some fossils in the desert in Route 111—there are, but you can't get them just yet, so don't worry about it.

### NOTE

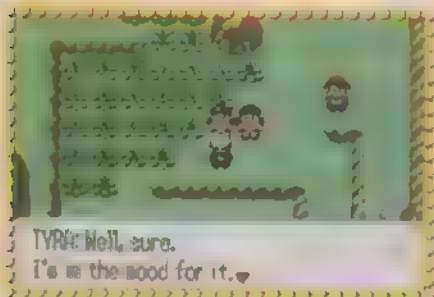
Dig is a nifty Ground move that will hide your Pokémon for a turn, then hit the opposing Pokémon. It's also handy out of battle for quickly exiting interior areas.

## 2 FREE TM

There's an old man and his Pokémon just down the road from the Fossil Maniac's house. Talk to him, and he'll give you **TM05, Roar**, which can be used to scare away wild Pokémon.



## 3 DOUBLE TROUBLE



There are several Trainers on this road, so be on the lookout. Your next destination is Meteor Falls, a cave in the southern part of this Route. To get there, you must pass through many of the aforementioned Trainers, including a pair of twins who are waiting for you midway down, just before you reach the rocky terrain.

## TEAM BATTLE: SR. TYRA AND JR. IVY



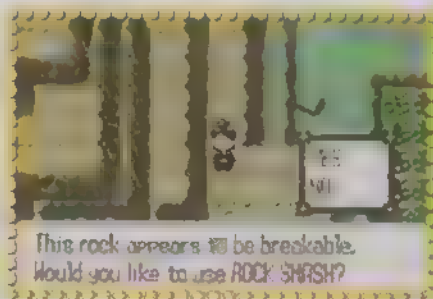
## 4 LANETTE'S HOUSE

The man in front of the house across the bridge will give you a **Razz Berry** for free. Lanette is inside the house. She'll give you a **Seedot Doll** for Ruby or a **Lotad Doll** for Sapphire, which you can use to decorate your Secret Base.



## 5 SMASHING AWAY

Destroy the rock at the top of the mountain steps and pick up a **Protein** as your reward.



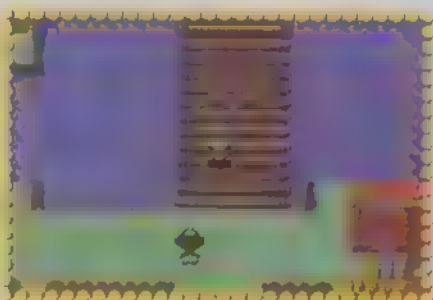
## 6 UP TO METEOR FALLS

Head all the way south and then up the mountain. You'll work your way toward the entrance to Meteor Falls. There are plenty of Trainers along the way—some are actually pretty tough. Your team should either have one or two strong Pokémon at this point, or at least a slightly lower level but more diversified set of Pokémon.



## 7 WET WORKS

Return to this location later in the game with Surf and Waterfall. You'll be able to use Waterfall in the northwest corner for a **Rare Candy**, and then walk behind Lanette's House and over to the Berry Trees in the southeast to collect six **Persim Berries**.



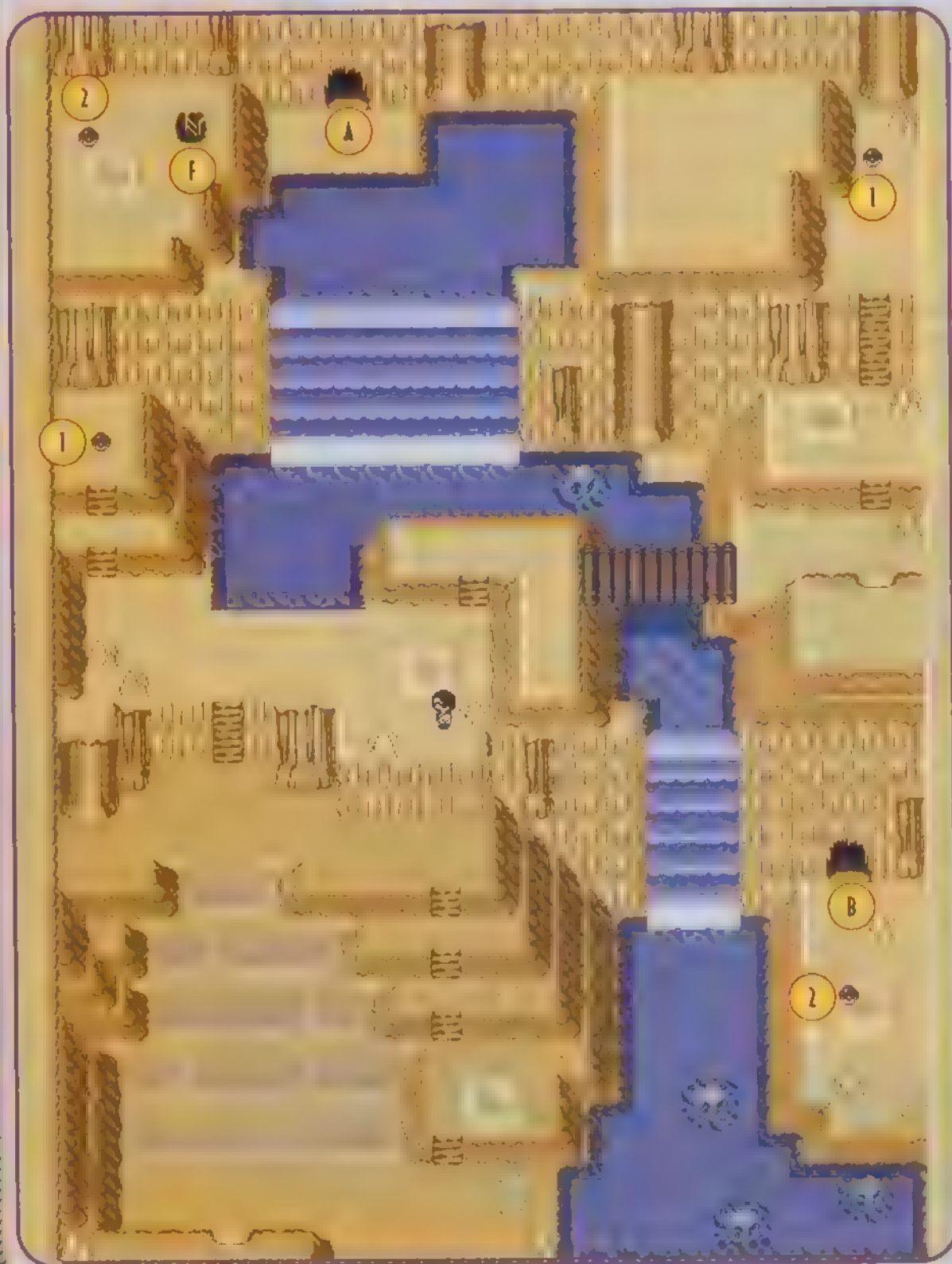


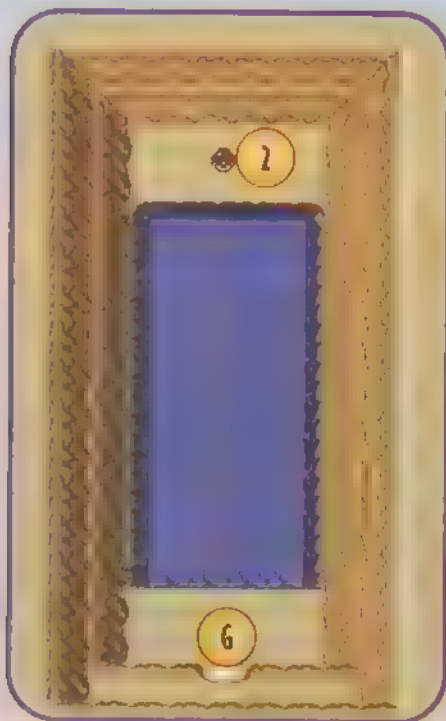
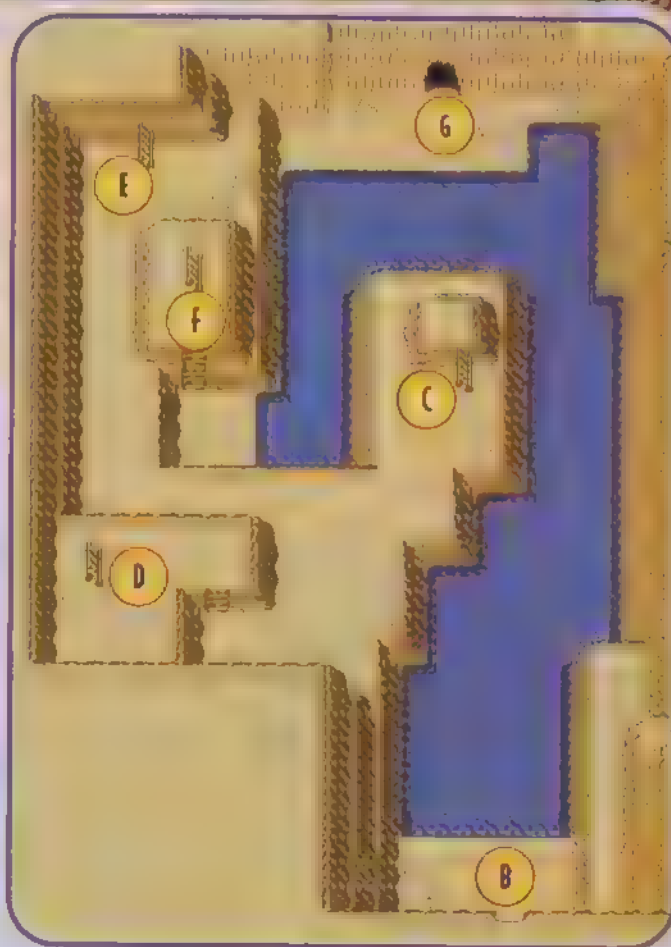


# METEOR FALLS

ABILITIES REQUIRED: SURF, WATERFALL  
ITEMS AVAILABLE: Full Heal, Moon Stone  
NOTABLE POKEMON: Bagon

60





## NOTE

Call-outs A-G on these maps refer to corresponding tunnel connections in this area.



## 1 ENEMY TEAM ENCOUNTER



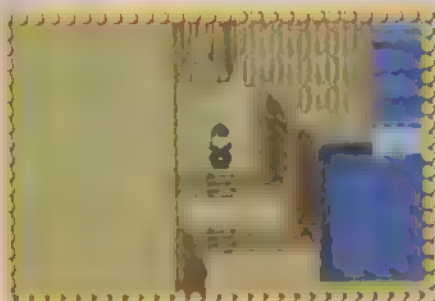
It may not come as a complete surprise that you cannot fully explore this cave until you have both Surf and Waterfall. For now, you just have to deal with your enemy team, and then exit out to Route 115. Go up to get a **Full Heal**, then head west across the bridge where you will be jumped by members of your enemy team. They will then, in turn, be jumped by your friendly team (Magma in Sapphire, Aqua in Ruby), and get run off. Either Archie (in Ruby) or Maxie (in Sapphire) will then greet you. They'll set off in pursuit of your enemy team, who left for Mt. Chimney. You can actually return via Route 114 all the way to Route 112, but if you continue, you can go back via Verdanturf and Route 117.

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After this occurs, go down the steps and talk to Professor Cozmo. He mentions that he studies Meteorites in Fallarbor Town (remember, your enemy team just ran off with a Meteorite), and he had guided your enemy team here to Meteor Falls to dig up Meteorites. Of course, they tricked him and ran off with the celestial rock. You must eventually catch up with them, but for now, you can go up to the northwest to pick up a **Moon Stone**, and then exit to the south to reach Route 115.

## 2 THE REST OF THE CAVE



Once you return with Surf and Waterfall, there's plenty to dig up from this area. Search around for **TM23**, Iron Tail, **FF Up**, and **TM02**, Dragon Claw. You'll also encounter one Trainer, and a team battle.

### NOTE

Iron Tail and Dragon Claw are both rare attacks—one Steel, one Dragon. Keep them around for a favored Pokémon.

### TEAM BATTLE: JOHN & JAY

POKÉMON	
Medicham	40
Hariyama	40
REWARD:	¥3200

### TRAINER 1: DRAGON TAMER NICOLAS

POKÉMON	
Altaria	38
Altaria	38
REWARD:	¥1324

### NOTE

Dragon Tamer Nicholas (Trainer 1) hints that this cave is used by Dragon Pokémon Trainers—and for good reason. Search the cave carefully. You might be surprised which Pokémon turns up!

# ROUTE 115

**ABILITIES REQUIRED:** SURF, ROCK SMASH, MACH BIKE  
**ITEMS AVAILABLE:** TM01, Great Ball, Bluk Berries, Kelpsy Berries, Iron  
**NOTABLE POKEMON:** None



## TRAINER 1: BLACK BEET-MOB

POKEMON

REWARD: 1000



## TRAINER 2: COLLECTOR VICTOR

POKEMON

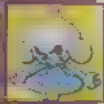
REWARD: 1000



## TRAINER 3: BATTLE GIRL CYNDY

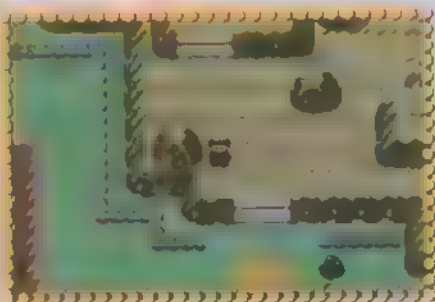
POKEMON

REWARD: 1000





## 1 BACK TO RUSTURF TUNNEL



Just outside the cave exit is a small fenced-off area that you can access by using Rock Crush. Pick up the goodies here, including a **Great Ball** and six **Bluk Berries**, then hit the beach for a **Super Potion** before heading south and east to Rusturf Tunnel.

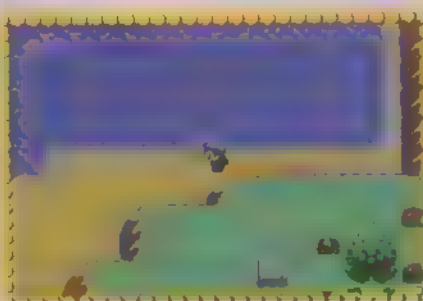
## 2 NORTHERN AREA



Once you have Surf, return here and explore the northern half of the Route. Be sure to bring along Rock Smash and your Mach Bike, ■ well. You'll find a pair of Trainers, and a few items, including six **Kelpsy Berries**, **TM01**, **Focus Punch**, and an **Iron**.

### NOTE

Focus Punch is a Fighting-type move that can occasionally make your target flinch, causing them to lose the move they were going to use for that round.



### TRAINER 1: EXPERT TIMOTHY

POKEBALL

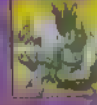
REWARD: P832



### TRAINER 2: BLACK BELT KOKIN

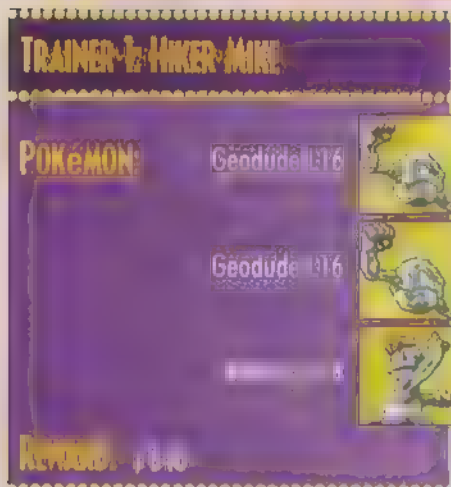
POKEBALL

REWARD: P832



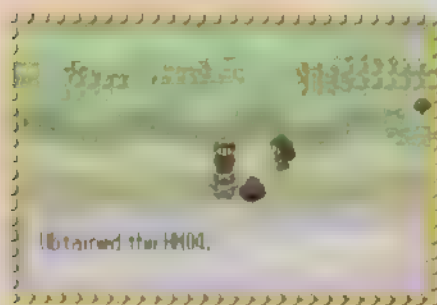
# RUSTURF TUNNEL TO VERDANTURF TOWN

ABILITIES REQUIRED: ROCK SMASH  
ITEMS AVAILABLE: HM04, Max Ether, HP UP, Blackglasses  
NOTABLE POKÉMON: None



## 1 CLEARING A PASSAGE

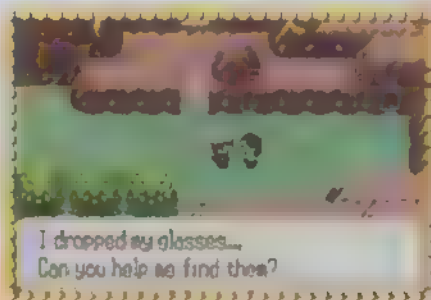
Now that you have Rock Crush, you can break through the rocks barring the path to Verdanturf. You'll also find a pair of lovers pinning for each other, one stuck on either side of the rocks. Help them out by breaking through, and they'll reward you with **HM04** Strength! You can't use it just yet, but you will be able to soon.



## 2 THE REST OF ROUTE 116

Now that you've broken through, check the east side of Rusturf Tunnel for a **Max Ether**. A little further south, you'll find another Trainer waiting for you. Past him, you can reach two exits, the closest one to Verdanturf Town, and the more distant one to the east part of Route 116. Follow the second and explore for an **HP Up**, and a man who has lost his glasses. Now you can return and

go through the other exit to Verdanturf.



### NOTE

Search the ground just a few spaces left of the man who says his glasses are missing to find the **Blackglasses**, a Pokémon held item that slightly increases the power of Dark-type moves.



# VERDANTURF TOWN

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: TM45, Contest Pass  
NOTABLE POKÉMON: None



## POKÉMON MART

ITEM	COST
Great Ball	¥600
Nest Ball	¥1000
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Burn Heal	¥250
Ice Heal	¥250
Repel	¥350
X Special	¥350
Fluffy Tail	¥1000

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### 1 IN VERDANTURF

You're finally in Wally's hometown! You can visit him, check out the Normal Pokémon Contest center to get your pass for future events, go shopping, and even rest up before you go east toward Route 117.



### 2 NORMAL CONTEST HALL

Stop in here to get your **Contest Pass**, and a kid in the corner will give you **TM45**, Attract, which will let you stagger a Pokémon of the opposite gender. If you want to start participating in Pokémon Contests, this is the place. Use up your Berries to create Pokéblocks, then feed them to your favorite Pokémon. After taking good care of your Pokémon, enter it into a Contest area where it excels, and hope for the best!



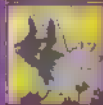
# ROUTE 117

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: Revive, Great Ball, Weppear Berries  
 NOTABLE POKÉMON: None



## TRAINER 1: PKMN BREEDER ISAAC

POKÉMON



REWARD: \$400

## TRAINER 3: TRIATHLETE MARGA

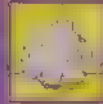
POKÉMON



REWARD: \$750

## TRAINER 4: PKMN BREEDER DYLAN

POKÉMON



REWARD: \$400

## TRAINER 2: BUG MANIAC BEREN

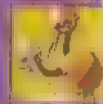
POKÉMON



REWARD: \$400

## TRAINER 5: TRIATHLETE DYLAN

POKÉMON

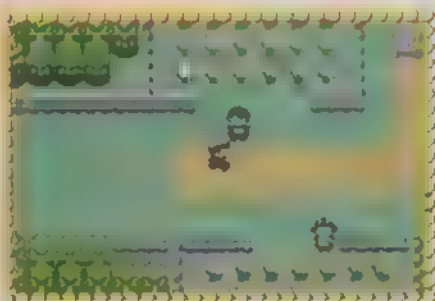


REWARD: \$750

SAPPHIRE  
VERSION

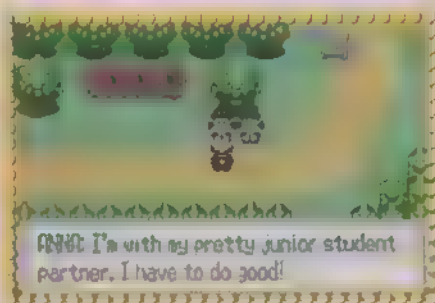


## 1 ONWARD TO MOUNT CHIMNEY

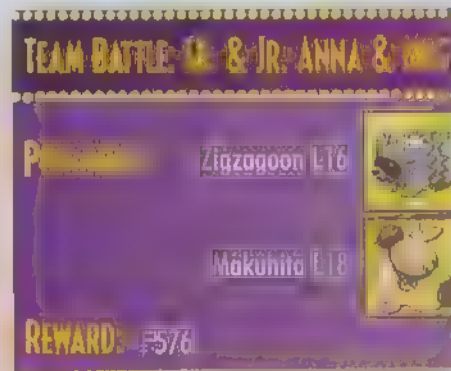


You've got to get back to the Cable Car booth on Route 112 at the base of Mt. Chimney. You can get there by going all the way east through this Route, then north from Mauville, and west at the desert in Route 111.

## 2 DOUBLE TEAM

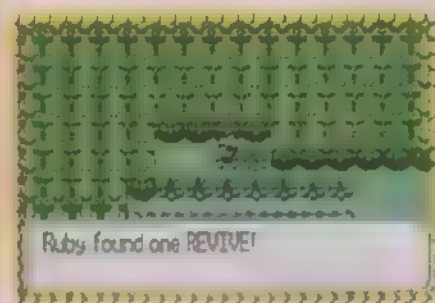


There's another team battle here, just before you hit Mauville City.



## 3 GOODIES

Use Cut in the northwest corner to pick up a **Revive**. Near the east exit, you can find nine **Wepear Berries**, along with some soil to plant more Berries in. If you check below the south flower garden, you'll find a **Great Ball** behind the fence.



## 4 POKÉMON DAY CARE

Yup, this is it. If you've been wondering where you could breed your Pokémon, this would be the place. Bring two compatible Pokémon here, one female and one male, leave them be for a few days, and return to pick up your new baby Pokémon, possibly bred with new moves!



# MT. CHIMNEY

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: Meteorite  
NOTABLE POKéMON: None

Mount Chimney

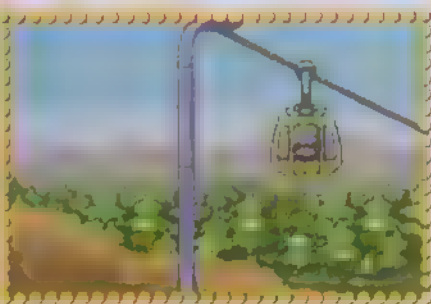


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**SAPPHIRE  
VERSION**

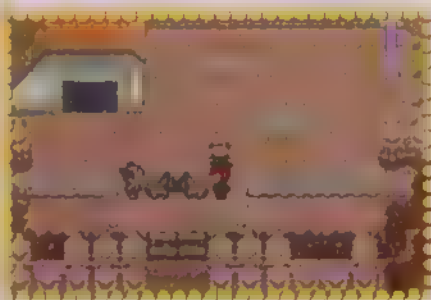


## 1 ASCENT TO MT. CHIMNEY

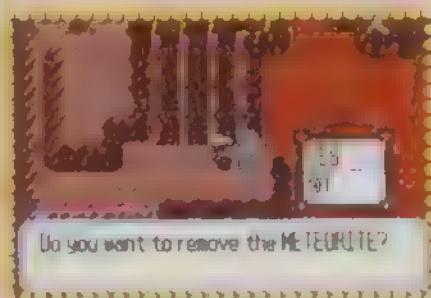


Once you reach Route 112 again, you'll find that your enemy team is no longer blocking access to the Cable Car. Hop in, and you'll be swept up the mountainside toward the summit.

## 2 ENEMY TEAM BATTLES ON THE MOUNTAINTOP



Whichever enemy team grabbed the Meteorites is the same one that's going to cause trouble here. You need to stop them. Head to the northwest corner, where you'll face enemy team members before you can confront their boss (Archie or Maxie, depending on which color you're playing). After the final battle, you'll be thanked by the leader of the opposing team (Aqua in Ruby, Magma in Sapphire), and you can recover the **Meteorite** from the machine. Now it's time to head over to the fourth Gym, just down the mountain! Return to the previously blocked southern exit near the Cable Car building and climb down the steps.



**ENEMY GRUNT**

Position	Level	Species
1	14	Geodude
2	14	Geodude

**REWARD:** ¥400

**ENEMY ADMIN**

Position	Level	Species
1	16	Geodude
2	16	Geodude
3	16	Geodude

**REWARD:** ¥800

**ENEMY BOSS**

Position	Level	Species
1	18	Geodude
2	18	Geodude
3	18	Geodude



**REWARD:** ¥2000

# JAGGED PASS

ABILITIES REQUIRED: ACRO BIKE  
 ITEMS AVAILABLE: Burn Heal, Nugget  
 NOTABLE POKÉMON: None



## TRAINER 1: HIKER ERIC

POKÉMON: Baltoy 120   
 Baltoy 120 




REWARD: 1700

## TRAINER 2: CAMPER ETHAN

POKÉMON:   


REWARD: 1800

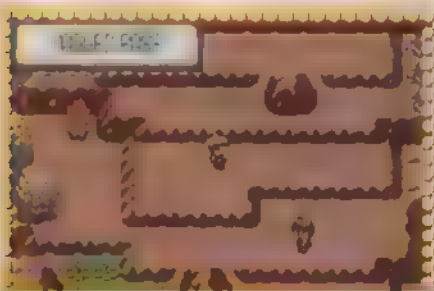
## TRAINER 3: PICNICKER DIANA

POKÉMON: Shroomish 120   
 Oddish 120   
 Swablu 120 

REWARD: 1320

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## 1 DOWN THE MOUNTAIN



It's a short walk down the mountainside from this pass, but you can only go two directions—left to Trainer 1, or down to Trainer 2 and the **Burn Heal**—unless you brought the Acro Bike with you. When you reach the bottom, you can pop out to Route 112 briefly to pick up a **Nugget**, then go left to reach Lavaridge.

SAPPHIRE  
VERSION



# LAVARIDGE TOWN

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: TM50, Go-Goggles, Charcoal  
 NOTABLE POKÉMON: Wynaut Egg

## POKÉMON MART

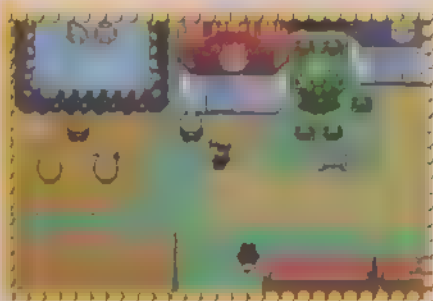
ITEM	COST
Great Ball	¥600
Super Potion	¥700
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Burn Heal	¥250
Revive	¥1500
Super Repel	¥500
X Speed	¥350



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### 1 REST UP

It's probably been a long trip, so give your Pokémon a break in the Pokémon Center, then get ready for the next Gym.

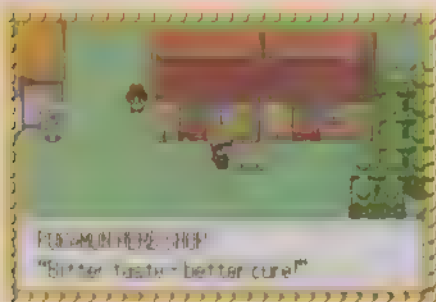


### 2 HOT SPRINGS

Talk to an old woman out front and she'll give you a **Pokémon Egg**! Carry it with you and it will eventually hatch into a Wynaut! You can also soak in the warm water of the hot springs by entering the back entrance of the Pokémon Center!



## 3 HERB SHOP



Visit the herb shop to purchase herbs for your Pokémon AND get a free Charcoal from the old man inside. The Charcoal will power up Fire-type moves.

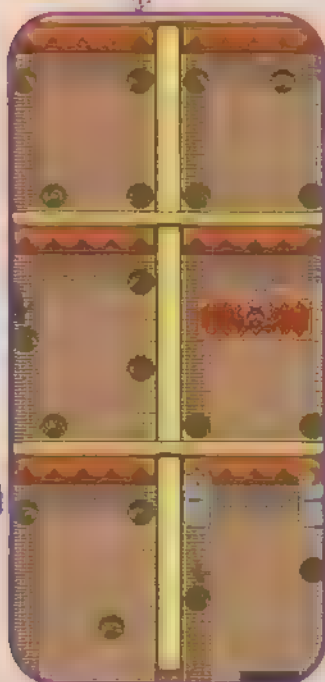
### HERB SHOP

ITEM	COST
Energy Powder	¥500
Energy Root	¥800
Heal Powder	¥450
Revival Herb	¥2800

### NOTE

Remember, herbs are pretty effective, but your Pokémon won't be happy with you if you feed them nasty bitter-tasting herbs... You'll have to decide if the benefits in battle are worth making your Pokémon eat something you wouldn't even consider tasting.

## 4 LAVARIDGE GYM



Ready to earn your fourth Badge? Head inside and bring some Water moves along to douse the flames within. There's a series of holes here that you must drop through to reach the Gym Leader. The lower level has water jets that will propel you back up to the main floor. The main floor itself is a series of small rooms, each housing a Trainer, with the final one holding Flannery herself. Work your way through and defeat her to earn your fourth Badge (which will let you use HM04 Strength), TM50 Overheat, and after you leave the gym, the Go-Goggles. How? Your rival will stop by to congratulate you, and suggest that you go visit your father in Petalburg Gym to challenge him. Quite a good idea actually, and that's exactly what you should do next.

### NOTE

There are a lot of goodies to acquire here, but none more important than the Go-Goggles. These will allow you to safely check out the desert in Route 111... Well, fairly safely anyhow—the raging sandstorm there WILL affect your Pokémon in battle, so bring along tough Pokémon (Rock, Steel, Ground) who can weather the storm before you go exploring.

### TRAINER 1: KINDLER COLE

#### POKÉMON:

Slugma L22

Slugma L22

REWARD: ¥704

### TRAINER 2: COOLTRAINER ZANE

#### POKÉMON:

#### REWARD:

### TRAINER 3: KINDLER AXLE

#### POKÉMON:

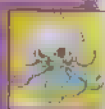
#### REWARD:



### TRAINER 4: BATTLE GIRL SADI

POKÉMON

REWARD: ¥576



### TRAINER 5: KINDLER ANDY

POKÉMON

REWARD: ¥736



### GYM LEADER FLANNERY

POKÉMON

Slugma 126

Slugma 127

Torkoal 128

REWARD: ¥2880, Full Battle, Title



## NOTE

Flannery's Pokémon tend to use TM50, Overheat, a lot. This is a nasty Fire-based technique that delivers high damage, but reduces the user's Special Attack. If you have a full roster of Pokémon with you, you can survive the attacks through simple attrition. Otherwise, bring a lot of water to save the burns! Once you defeat her, you can use it yourself. It's handy for short fights.

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## 5 ON TO PETALBURG



You have several options at this point, including checking out the desert, but if you really want to open up the world, truck back to Petalburg Gym—you'll be learning Surf very soon! To get there fast, go east down the hills from Lavaridge Town through Route 112 to Route 111, then south through Mauville City all the way down to the Route 109 beach. When you arrive at the sandy shore, Mr. Briney will happily ship you back to Route 104. From there, it's just a few steps away.

# PETALBURG GYM

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: HM03, TM42  
 NOTABLE POKÉMON: None

## 1 CHALLENGE YOUR FATHER

Say hello to your dad again! You've gained a lot of experience since the last time he saw you, and he will agree to face you now. Work your way through the series of doors to the back and challenge him to a duel. Each door is marked with a different type of item that the Trainer you face will use.

### SPEED: COOLTRAINER RANDALL

POKÉMON:

Delcatty L27



REWARD:

### ZERO REDUCTION: COOLTRAINER PARKER

POKÉMON:



REWARD:

### ACCURACY: COOLTRAINER MARY

POKÉMON:



REWARD:

### STRENGTH: COOLTRAINER JODY

POKÉMON:

Zangoose L27



REWARD:

### RECOVERY: COOLTRAINER GEORGE

POKÉMON:

Linoone L27



REWARD:

### ONE HIT K.O.: COOLTRAINER BERNIE

POKÉMON:



REWARD:

### DEFENSE: COOLTRAINER LON

POKÉMON:

Linoone L27



REWARD:

### GYM LEADER NORMAN

POKÉMON:

Slaking L28



Vigoroth L30



Slaking L31

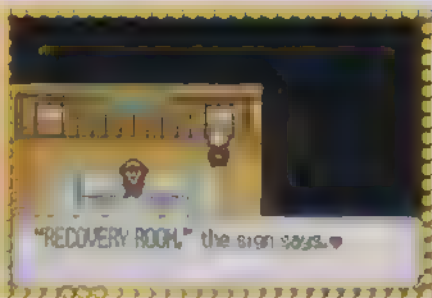


REWARD: P3100, Balance Badge, TM42



## NOTE

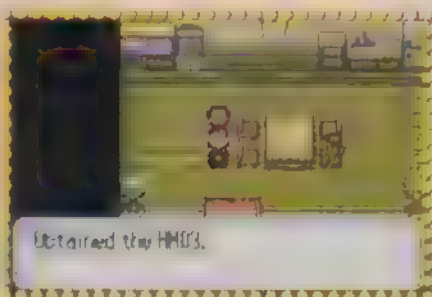
TM42 is pretty interesting. It doubles in power if your Pokémon is suffering from a status ailment. Of course, you usually don't want to be in that position, but it can help you out when you are.



2

## ACQUIRE SURF

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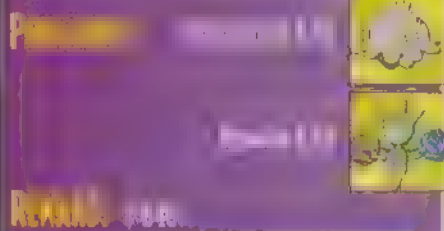
After the battle, your father mentions that you should visit Wally's parent's house next door. Do so, and his father will hand over **HM03, Surf!** Now the oceans are open for your exploration. You can return to some earlier areas you missed, or you can continue your quest on Route 118—it's entirely up to you!

## ROUTE 118

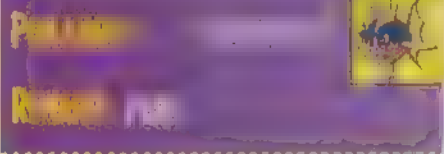
**ABILITIES REQUIRED:** SURF, CUT  
**ITEMS AVAILABLE:** Good Rod, Citrus Berries, Hyper Potion  
**NOTABLE POKÉMON:** None



## TRAINER 1: AROMA LADY ROSE



## TRAINER 2: FISHERMAN WADI



## TRAINER 3: GUITARIST DALTON



## TRAINER 4: FISHERMAN DADOT



## TRAINER 5: BIRD KEEPER CHESTER



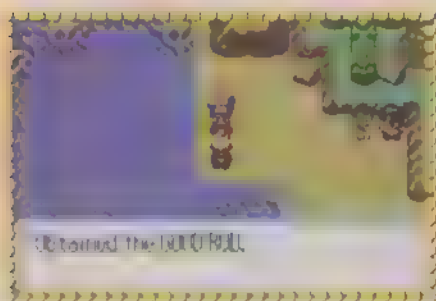
## TRAINER 6: BIRD KEEPER PERRY



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## 1 FISHING HAPPILY

Speak with ■ fisherman just on the other side of the water to receive the **Good Rod**, ■ step up from the Old Rod that you were (probably not) using. You can catch better Pokémon in the water now.



## 2 DOUBLE TROUBLE

Yup, another team fight for you about midway down this Route. Remember the TV reporters from Route 111? They're back...

And yes, you'll get interviewed after the battle.



## TEAM BATTLE: GABBY &amp; TV





## ROUTE 119

**ABILITIES REQUIRED:** SURF, WATERFALL, ACRO BIKE, DEVON SCOPE  
**ITEMS AVAILABLE:** HM02, Super Repel, 2 Hyper Potions, Zinc, Calcium, Elixer, Leaf Stone, Rare Candy, Sitrus, Pomeg, Hondew Berries  
**NOTABLE POKÉMON:** Linoone, Oddish, Kecleon

### NOTE


It's raining here, so keep that in mind for your Water Pokémon, or Pokémon trying to use Thunder.

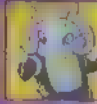
**TRAINER 1: BUG-CATCHER KENT**

POKÉMON:  Poliwhirl


REWARD:  Poliwhirl

**TRAINER 2: BUG-CATCHER GREG**

POKÉMON:  Poliwhirl


REWARD:  Poliwhirl


**TRAINER 3: BUG-MANIAC TAYLOR**

POKÉMON:  Poliwhirl

REWARD:  Poliwhirl

**TRAINER 4: BUG-CATCHER BOUS**

POKÉMON:  Poliwhirl


REWARD:  Poliwhirl


**TRAINER 5: BUG-MANIAC BRENT**

POKÉMON:  Poliwhirl

REWARD:  Poliwhirl

**TRAINER 6: PNMN-RANGER CATHERINE**

POKÉMON:  Poliwhirl

REWARD:  Poliwhirl



## TRAINER 7: FISHERMAN EUGENE

POKEMON: Eelworm L25

REWARD: ¥800

## TRAINER 8: POKEMON RANGER JACKSON

POKEMON: Koffing L26

REWARD: ¥100

## TRAINER 9: BIRD-KEEPER PHIL

POKEMON: Tattler L25

Wingull L25

Swallow L25

REWARD: ¥800

## TRAINER 10: NINJA BOY TAKASHI

POKEMON: Nincko L25

Ninjask L25

Koffing L25

REWARD: ¥300

## TRAINER 11: BIRD-KEEPER HUGH

POKEMON: Tattler L25

REWARD: ¥864

## TRAINER 12: NINJA BOY KATO

POKEMON: Ninjask L27

REWARD: ¥324

## TRAINER 13: NINJA BOY HIDEO

POKEMON: Koffing L26

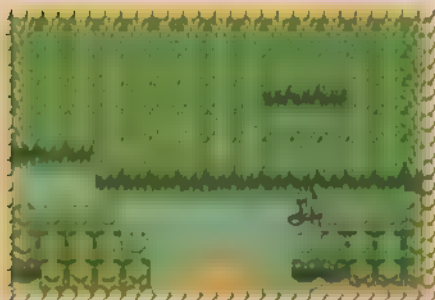
Koffing L26

REWARD: ¥312

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## 1 IN THE GRASS

There's a huge patch of tall grass in the southern part of this Route. This area is filled with Trainers, as well as a few goodies, including a **Super Repel** and a **Hyper Potion**. You'll also discover two **Sitrus Berries** and two **Leppa Berries** just to the north.



## 2 SURFING

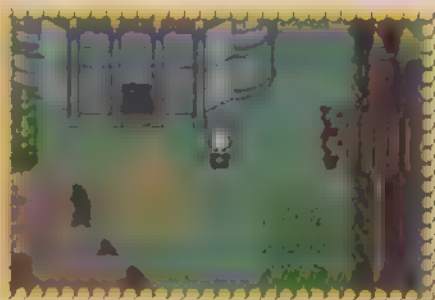
Surf across the water just north of the grass to find the seventh Trainer, as well as a **Zinc**.





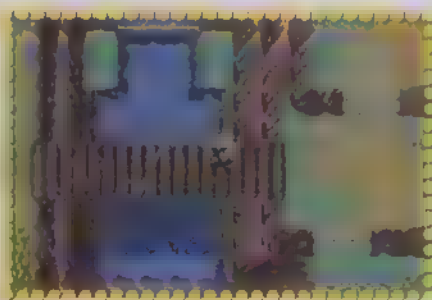
## 3 TO THE WEATHER INSTITUTE

The Weather Institute is a fair distance up this lengthy Route, on the west side of the river. Make your way there, fighting the Trainers along the way to work out your Pokémon team. You should pick up a **Hyper Potion** and an **Elixir** on the way.



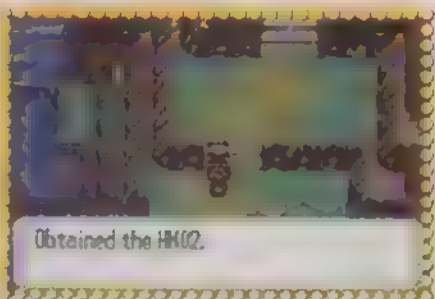
## 4 EAST TO FORTREE CITY

Remove the meddling enemy team from the Weather Institute to clear your path across the bridge and open access to the rest of Route 119. Cross the bridge and Surf south down the river to find a **Leaf Stone**, then return and continue on your way. Be sure to check just northwest of the path before Fortree to find six **Pomeg Berries**.



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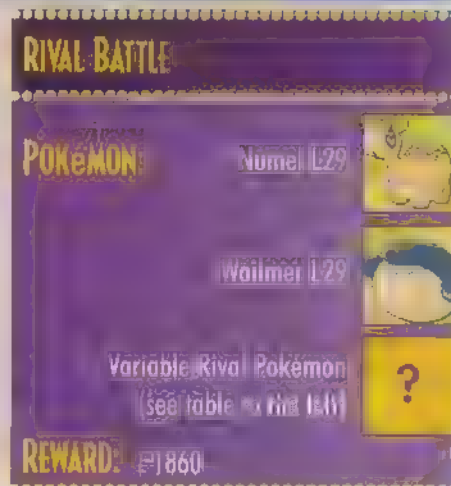
## 5 RIVAL BATTLE



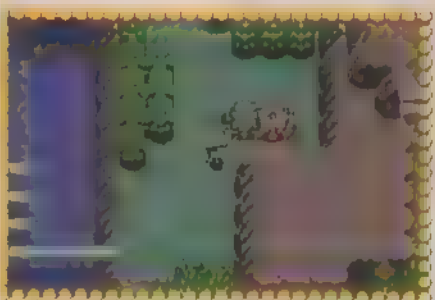
Obtained the HM02.

Just across the bridge and up the steps, you'll encounter your rival, Prof. Birch's kid. Again, the Pokémon you face will be even higher level, so hopefully your team is ready. Win the duel and you'll receive **HM02, Fly!** Unfortunately, you can't use it until you get your sixth Badge.

ORIGINAL POKÉMON	RIVAL POKÉMON
Treecko	Blaziken
Torchic	Swampert
Mudkip	Sceptile



## 6 BIKE HOPPING AND WATERFALLS



Come back here later with the Acro Bike, Waterfall, and the Devon Scope. With this combination of skills and items, you can get four **Hondew Berries** and a **Rare Candy**. Cross the southern Acro Bike path and search by the indent in the stone wall (right of the flower) to get a **Calcium**.

# WEATHER INSTITUTE

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: Mystic Water  
 NOTABLE POKÉMON: Castform

## 1 ENEMY TEAM TROUBLE

The Weather Institute has been taken over by your enemy team. Fight your way through two small floors to clear them out. You won't be able to progress along the rest of Route 119 until you do so.



### ENEMY GRUNT #1

POKÉMON:

REWARD: ¥560



### ENEMY GRUNT #2

POKÉMON:

REWARD: ¥540



### ENEMY GRUNT #3

POKÉMON:

REWARD: ¥540

Poochyena L2

Numei L27



### ENEMY TEAM ADMIN

POKÉMON:

REWARD: ¥1120

Castform

Mightyena L2



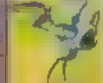
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### ENEMY GRUNT #4

POKÉMON:

REWARD: ¥540

Poochyena L2



## 2 SAVE THE SCIENTISTS

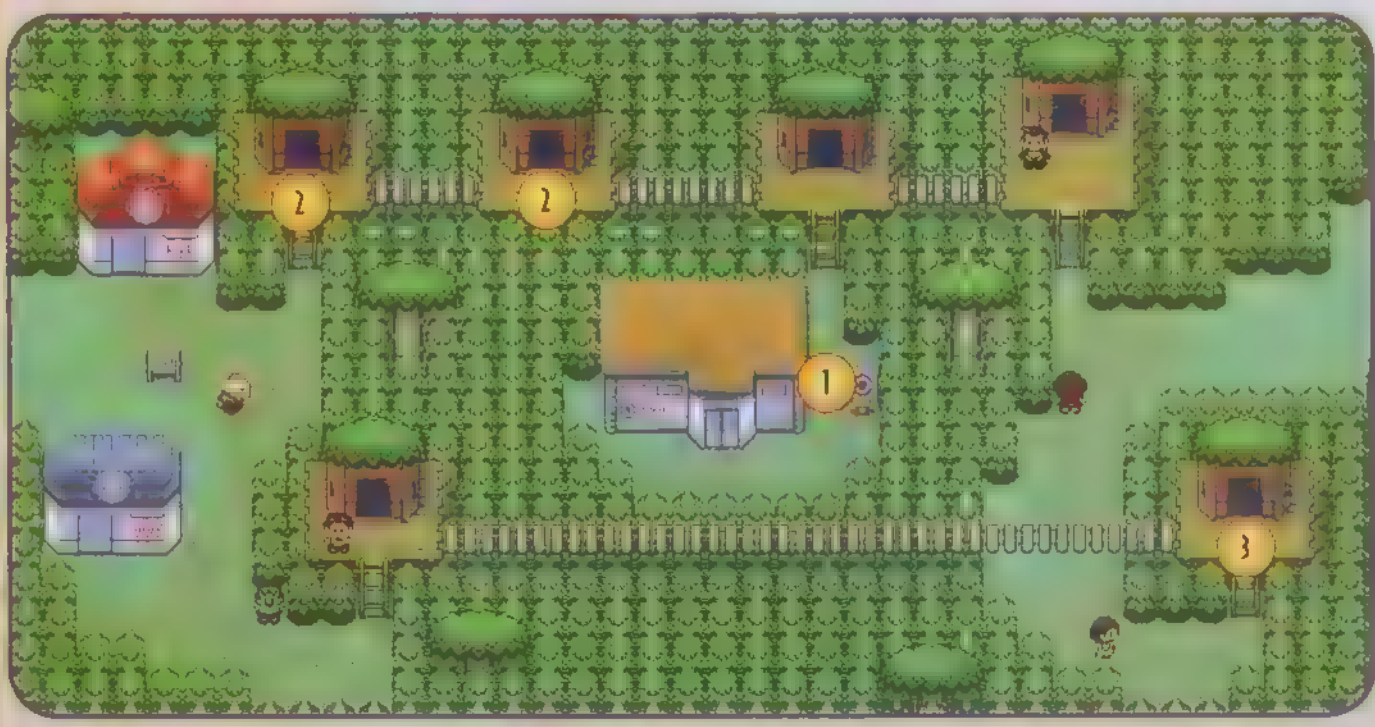


After you evict the enemy team, you'll be rewarded by the scientist inside with a Castform Pokémon! It's also carrying the **Mystic Water**, which is a Pokémon held item that slightly increases the power of Water-type attacks.



# FORTREE CITY

ABILITIES REQUIRED:	None
ITEMS AVAILABLE:	TM10, TM40
NOTABLE POKÉMON:	None

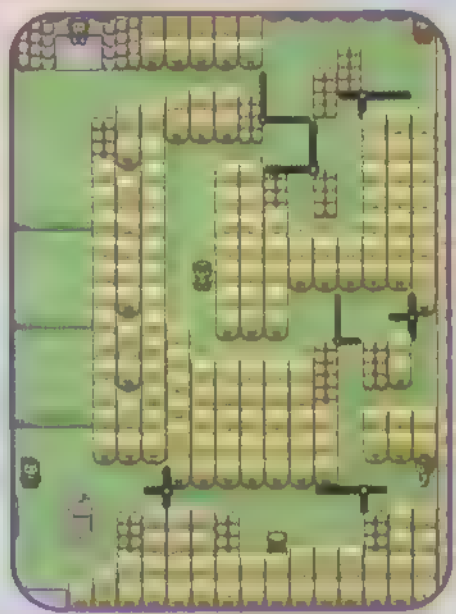


## POKÉMON MART

ITEM	COST
Great Ball	¥600
Ultra Ball	¥1200
Super Potion	¥700
Hyper Potion	¥1200
Antidote	¥100
Parlyz Heal	¥200
Awakening	¥250
Revive	¥1500
Super Repel	¥500
Wood Mail	¥50

## 1 FIFTH GYM!

You're probably itching to use Fly, so rest up in this nifty tree city, then hit the Gym. What's this? You can't get inside... First you're going to have to go east onto Route 120. Acquire the Devon Scope there, then you can return and enter this Gym. Coincidentally, the Pokémon here are all the Flying type. Bring along some Electric to zap them, Rock to bash them, or Ice to freeze them.



### NOTE

This Gym isn't as tricky as the fourth—you just have to go through a few rotating bars to reach the Trainers and eventually the Gym Leader.

## TRAINER 1: BIRD KEEPER JARED

POKEMON:

Doduo

L1



REWARD:

¥960

## TRAINER 2: PICNICKER KYLEE

POKEMON:

Poliwhirl

L1



REWARD:

¥960

## TRAINER 3: CAMPER TERRELL

POKEMON:

Tailow

L29



REWARD:

¥464

## TRAINER 4: BIRD KEEPER WILL

POKEMON:

Wingull

L28



Swellow

L28



Pelipper

L1



REWARD:

¥690

## GYM LEADER WINONA

POKEMON:

Swellow

L31



Wingull

L1



Wingull

L1



Wingull

L1



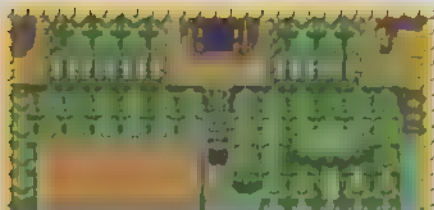
REWARD:

¥380

Feather Badge

TM40

83



Something unseeable is in the way.



Ruby received the FEATHER BADGE from WINONA.

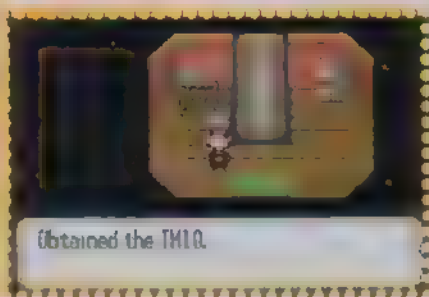
### NOTE

Defeating Winona will earn you the **Feather Badge**, which means you can now use Fly freely! This will make travel around Hoenn much faster, and since you have Surf as well, you're only lacking two more abilities (Waterfall and Dive) to be able to travel freely anywhere you want. You'll earn those soon enough... You'll also receive **TM40**, Aerial Ace, which is a supremely fast and accurate Flying attack.





## 2 AROUND TOWN

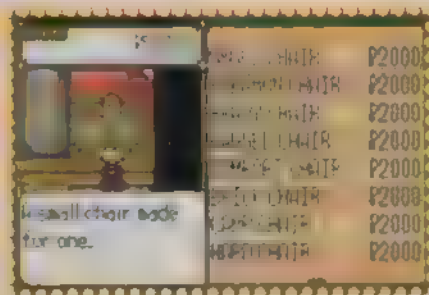


There's a kid in the northwest building that will trade his Skitty for a Pikachu if you have one handy. An old woman in the house just to the right of his will give you a simple test—you must guess (three times) which of her hands is holding a coin. Don't worry if you miss—she keeps repeating the same pattern, so you'll eventually figure it out. Once you do, she'll reward you with **TM10, Hidden Power**.

### NOTE

Hidden Power is interesting. The type of the move is determined by the Pokémon you teach it to—there's no way to know what type it will be until you try it out. Save your game and test it on a couple of your favorite Pokémon that have space free for a new move. You just might get a type of attack that would otherwise be impossible to learn.

## 3 FURNITURE SHOPPING



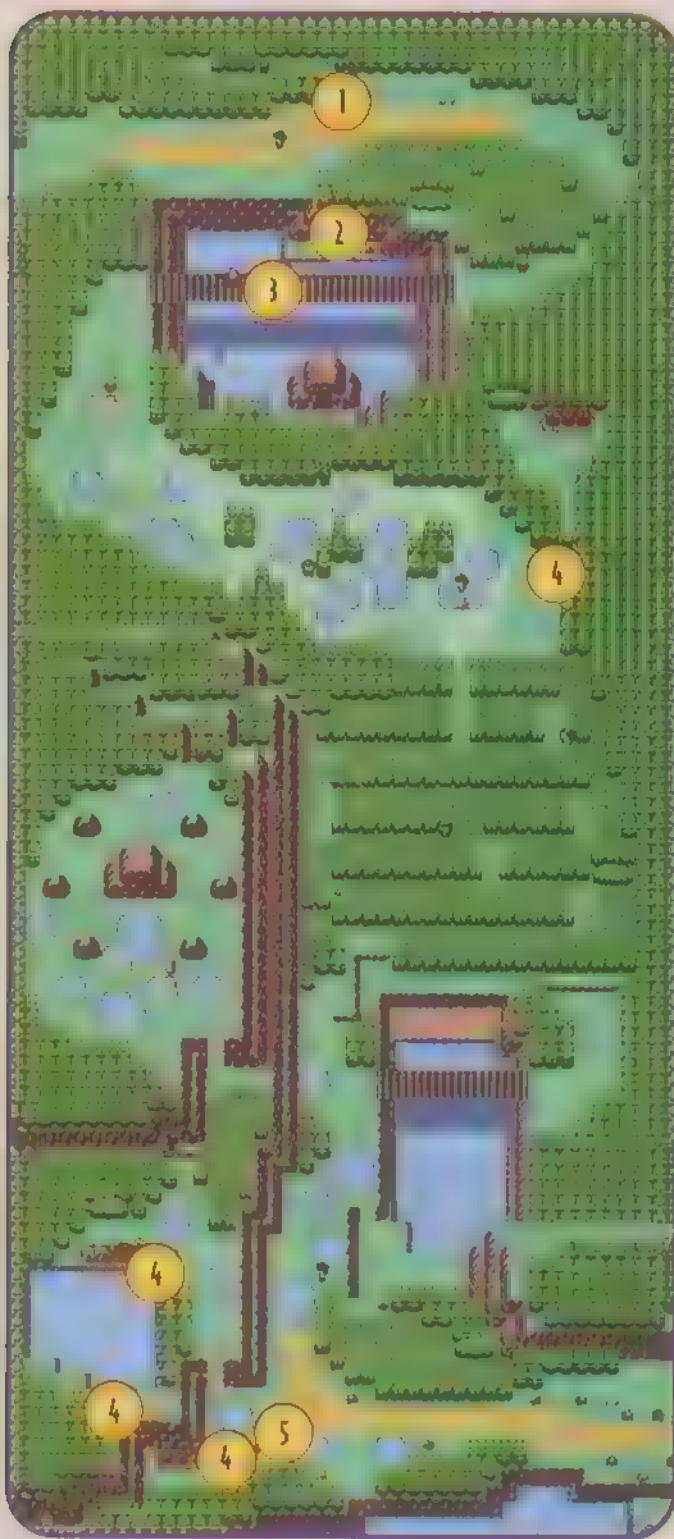
There's a nice furniture shop in the southeast corner of town. The stuff is expensive, but keep it in mind for when you want to decorate your Secret Base.

### FURNITURE STORE

ITEM	COST
Small Chair	¥2000
Pokémon Chair	¥2000
Heavy Chair	¥2000
Ragged Chair	¥2000
Comfort Chair	¥2000
Brick Chair	¥2000
Camp Chair	¥2000
Hard Chair	¥2000
Small Desk	¥3000
Pokémon Desk	¥3000
Heavy Desk	¥6000
Ragged Desk	¥6000
Comfort Desk	¥6000
Brick Desk	¥9000
Camp Desk	¥9000
Hard Desk	¥9000

# ROUTE 120

**ABILITIES REQUIRED:**
**ITEMS AVAILABLE:**
**NOTABLE POK&MON:**
**CUT, SURF**

 Devon Scope, Rare Candy, Nest Ball, Full Heal, Nugget,  
 Aspear, Pecha, Wiki, Razz, Nanab, Pinap, Wepear Berries  
 Marill, Absol


## NOTE

Expect rainy weather for the entire southern part of this Route, past the bridge in the north. There are also 10 patches of Loomy Soil! Consider doing some serious Berry planting here.

### TRAINER 1: PARASOL LADY CLARISSA

**POK&MON:**
**WOLVES:**
**REWARD:**

### TRAINER 2: BIRD KEEPER ROBERT

**POK&MON:**
**REWARD:**

### TRAINER 3: BIRD KEEPER COLIN

**POK&MON:**
**REWARD:**



## TRAINER 4: PARASOL LADY ANGELICA

**POKEMON:** Castform L30  
**REWARD:** \$1200

## TRAINER 5: NINJA BOY TSUNAO

**POKEMON:** Parasect L15, Parasect L15, Parasect L15  
**REWARD:** \$300

## TRAINER 6: COOLTRAINER JENNIFER

**POKEMON:** Parasect L15  
**REWARD:** \$1500

## TRAINER 7: PKMN RANGER JENNA

**POKEMON:** Lombre L17, Nuzleaf L17  
**REWARD:** \$1350

## TRAINER 8: PKMN RANGER CARLOS

**POKEMON:** Nuzleaf L29  
**REWARD:** \$1892

## TRAINER 9: BUG MANIAC BRANDON

**POKEMON:** Surskit L28, Surskit L28, Surskit L28  
**REWARD:** \$7000

## TRAINER 10: NINJA BOY KEIGO

**POKEMON:** Parasect L15, Parasect L15  
**REWARD:** \$300

## TRAINER 11: RUIN MANIAC CINDY

**POKEMON:** Parasect L15, Parasect L15, Parasect L15  
**REWARD:** \$300

## 1 DOUBLE TROUBLE

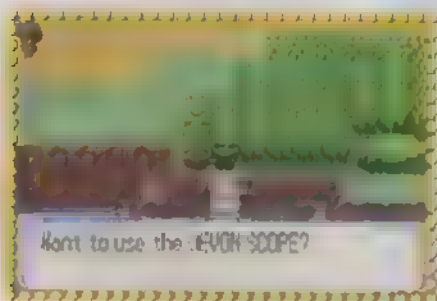


Walk east along the path, cut the tree to the north, and search the last open spot along the narrow path for a **Rare Candy**. Next, check the northeast corner of this Route to find another Team Battle with Gabby & Ty, your friendly newscasters. Defeat them and earn yourself another interview.



## 2 WHAT'S IN MY WAY?

If you spotted the indentation in the wall just southeast of the first Trainer, and the item setting there (a **Nest Ball**), then you probably tried to go down the steps to pick it up—only to be blocked by the same mysterious force that stopped you from reaching the Gym in Fortree. What's going on here? Continue along the trail and you'll find out soon enough.

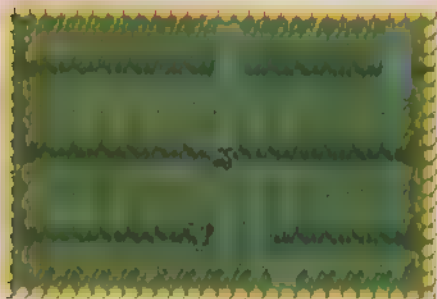


## 3 STEVEN'S INSTRUCTIONS

Midway across the bridge, you'll encounter Steven again. The path ahead is blocked by the same force that was blocking you at the Gym and at the item just above the bridge. What is it? Steven will use a **Devon Scope** and reveal a **Kecleon**, using its chameleon powers! Defeat it in battle and Steven will give you the scope. Now you can return and earn your sixth Badge, and the ability to Fly!



## 4 THE LONG WALK SOUTH



There's a host of Trainers on the way to Route 121, but it's worth it to take the time to defeat them all. You're going to be busy dealing with your enemy team again soon, so the experience and cash will be helpful. On the way, you'll also find a bundle of Berries: six **Aspear Berries**, six **Pecha Berries**, three **Razz Berries**, three **Nanab Berries**, three **Pinap Berries**, three **Wepear Berries**, and a few items; a **Nugget**, a **Hyper Potion**, and a **Full Heal** (if you Surf across the small lake in the southwest).



## 5 WIKI BERRY



Speak with the woman in the southwest corner of this Route, and agree with her about Pokéblock usage. She'll reward you with a rare **Berry** everyday and an **Agua**. Plant it and water it well!

## ROUTE 121

**ABILITIES REQUIRED:** CUT, SURF  
**ITEMS AVAILABLE:** Carbas, Chesto, Rowst, Aspear, Persim, Nanab Berries  
**NOTABLE POKÉMON:** Duskull, Gloom

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### TRAINER 1: HEX MANIAC TAMMI

POKÉMON: Ralts L30, Duskull L30  
 REWARD: ¥720

### TRAINER 2: BEAUTY JESSICA

POKÉMON: Kecleon L10, Seviper L30  
 REWARD: ¥2400

### TRAINER 3: GENTLEMAN WALTER

POKÉMON: Ralts L30, Duskull L30

### TRAINER 4: POKÉMAN MUNEKI

POKÉMON: Pikachu L31  
 REWARD: ¥2480

## 1 GOODY GATHERING

There's a fair number of Berries to be harvested here (two **Chesto Berries**, two **Rawst Berries**, two **Aspear Berries**, two **Persim Berries**, six **Nanab Berries**), as well as some items to be picked up (**Carbos**, and behind the cuttable bush in the northeastern corner, a **Nugget** hidden from view). Grab them all before you head south for Route 122.



## 2 SAFARI ZONE!

Yes, it's back... an entire new Safari for you to hunt Pokémon in. Check the optional areas section for more information on this Pokémon expedition, and take a break from your mission if you're in the mood.



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## 3 DOUBLE TROUBLE

Get ready for another team battle at the entrance to the Safari Zone.



TEAM BATTLE: SR. KATE &amp; JR. JOY

POKÉMON



REWARD: ¥1024

## 4 ENEMY TEAM TROUBLES

Your enemy team is up to no good again. You'll find them just in front of the dock leading south to Route 122. They'll mention that they're heading off to Mt. Pyre, which just happens to be smack in the middle of Route 122! Finish exploring this Route, then head south after them.





# ROUTE 122

ABILITIES REQUIRED: SURF  
ITEMS AVAILABLE: None  
NOTABLE POKÉMON: Wadmer

90



## 1 THE PATH TO MT. PYRE



Not a whole lot is going on in this small water Route, which is dominated by the presence of the great Mt. Pyre. Surf around to the south side to find the entrance.

## MT. PYRE

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: TM48, Cleanse Tag, Max Potion, Zinc, Ultra Ball, Rare Candy  
 NOTABLE POKÉMON: Vulpix



Ultra Ball  
 (in rocks)



Rare Candy  
 (in grass)

Zinc  
 (in rocks)

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## 1 AFTER THEM!



Your enemy team is waiting for you atop Mt. Pyre, and you need to work your way there. The entire mountain is a peaceful place, a resting haven for Pokémon. You'll need to get past some Trainers on your way up the mountain, though. There are two exits from the entry area—one to the north and one to the west. The western Route leads out to the mountain itself, and the northern Route leads to the inner part of Mt. Pyre. Go west first to pursue your enemy team, but not before you talk to the old woman in the northeast corner of the room—she'll give you the **Cleanse Tag**, a handy Pokémon held item that reduces the wild Pokémon encounter rate.

## 2 LOWER MOUNTAIN



Work your way north up the mountain, grabbing **TM48**, **Skill Swap**, and a **Max Potion** on the way.

## NOTE

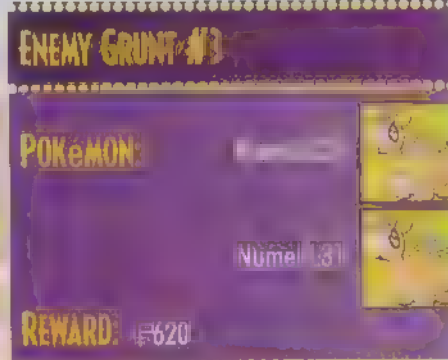
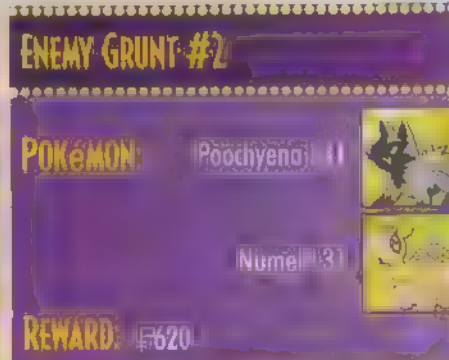
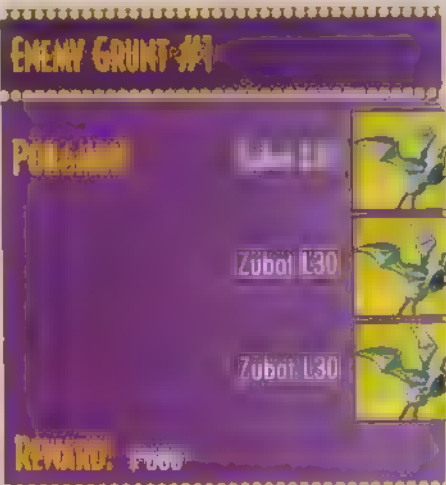
TM48, Skill Swap, is difficult to use effectively. It exchanges the moves used by both Pokémon in a battle.



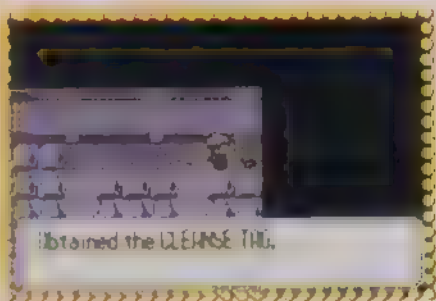
## 3 UPPER MOUNTAIN



A bunch of enemy team goons will attempt to bar your path. Defeat them all to foil their plans again. Unfortunately, their leader will get away with the item—the **Blue Orb** in Ruby, or the **Red Orb** in Sapphire—that they were looking for before you can stop them. The old woman there will give you whichever one they don't take. Now you need to chase your enemy team to Slateport City!



## 4 INNER MOUNTAIN



After you've dealt with your enemy team, you can go inside and work your way up through five floors and a bunch of Trainers. You'll also acquire several items: **Ultra Ball**, **Super Repel**, **Lax Incense**, **Sea Incense** and **TM30**, Shadow Ball. Lax Incense is a held item that slightly reduces your foes' accuracy at all times. Sea Incense slightly increases the power of Water techniques when held.

### TIP

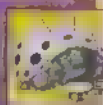
To get the last few items, drop down the hole on the very top floor, and you can pick them up on your way down. After the first drop, take the bottom-right drop to get the last item.

### NOTE

TM30, Shadow Ball, is a rare Ghost attack, and a strong one at that. It will also occasionally lower Special Defense, causing other special attacks to hit even harder.

## TRAINER 1: POKEMONIAC MARI

POKEMON:



REWARD:

## TRAINER 2: PSYCHIC KAYLA

POKEMON:

Kodabro L37



REWARD: 768

## TRAINER 3: PSYCHIC WILLIAM

POKEMON:

Ralts L32



Kirlia L30



REWARD: 744

## TRAINER 5: HEX MANIAC TASHA

POKEMON:



Kodabro L31



REWARD: 744

## TRAINER 4: BLACK BELT APSUHO

POKEMON:



REWARD: 768

## TRAINER 6: HEX MANIAC VALERIE

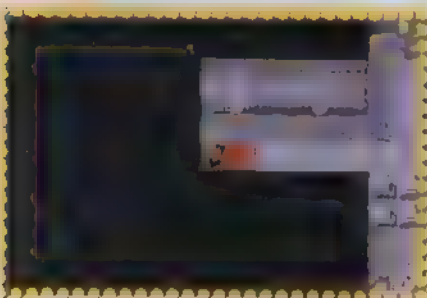
POKEMON:



REWARD:

93

## 5 DOUBLE TROUBLE



You'll face another team battle as you make your way up the inside of the mountain.

## TEAM BATTLE: DEZ & LUNE

POKEMON:

Delcatty L32



Manectric L32



REWARD: 2048



## ROUTE 123

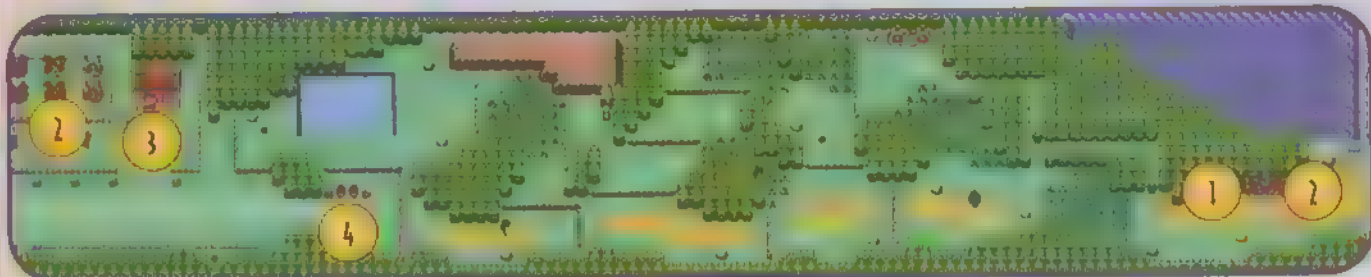
ABILITIES REQUIRED:

ITEMS AVAILABLE:

NOTABLE POKÉMON:

CUT, SURF

TM19, Rare Candy, Calcium, Ultra Ball, Rowst,  
Sitrus, Pecha, Leppa, Qualot, Grepa, Pomeg Berries!  
None



### TRAINER 1: PSYCHIC CAMERON

POKÉMON

Kadabra L3



Solrock L3



REWARD: ¥144

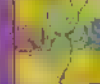
### TRAINER 3: COOLTRAINER WENDY

POKÉMON

Kingdra L3



Kingdra L3



Pelipper L3



REWARD: ¥1488

### TRAINER 5: PSYCHIC MACH

POKÉMON

Kadabra L3



Lunatone L1



REWARD: ¥144

### TRAINER 2: HEX MANIAC KINDRA

POKÉMON

Duskull L3



Shuppet L3



REWARD: ¥744

### TRAINER 4: COOLTRAINER CYDE

POKÉMON

Kingdra L3



Kingdra L3



Kingdra L3



Trapinch L29



Wailmer L29



REWARD: ¥1392

### TRAINER 6: AROMA LADY VIOLE

POKÉMON

Shroomish L25



Bralloom L30



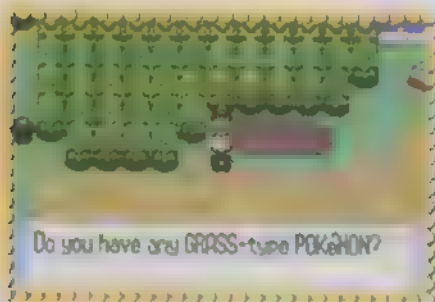
Gloom L30



REWARD: ¥1488

## 1 WESTWARD

After clearing the troublemakers out of Mt. Pyre, you must return to Slateport City, but you might as well clear this Route out on the way there. Hit the first Trainer behind the Cuttable bush to the east to pick up the **Rare Candy**, then turn west and speak with the girl just left of the first Berry Trees. She will give you **TM19**, Giga Drain, but only if you have a Grass-type Pokémon with you. On your way west, pick up an **Elixir** on the slopes, and a **Calcium** near the bottom. Note that the path splits at Trainer 4, offering the choice to go down to Trainer 5, or up to get the Calcium. At the far west, check below the fence on the south side of the Route for an **Ultra Ball**.



## 2 BUNCHES OF BERRIES

There are 18 patches of Loamy Soil here, allowing you to seed a veritable forest of Berry Trees if you wish. Feel free to pick up the Berries while you're here: two **Rawst**, two **Sitrus**, two **Pecha**, four **Leppa**, eight **Qualot**, eight **Grepa**, and finally, eight **Pomeg**. Phew!



## 3 BERRY MASTER



Wondering why all those Berries are around here? Your answer is inside the Berry Master's hut, near the western side of this Route, and accessible from the east side of Route 118, as well. Speak with him to earn a pair of rare Berries each day, such as **Kelpsy** and **Tomato**. Speak with his wife and give her a positive phrase, and she'll give you a Berry in return.

## 4 DOUBLE TROUBLE



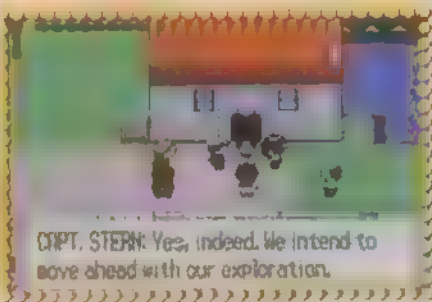
There's another two-on-two fight for you here, about halfway down the westward slope.



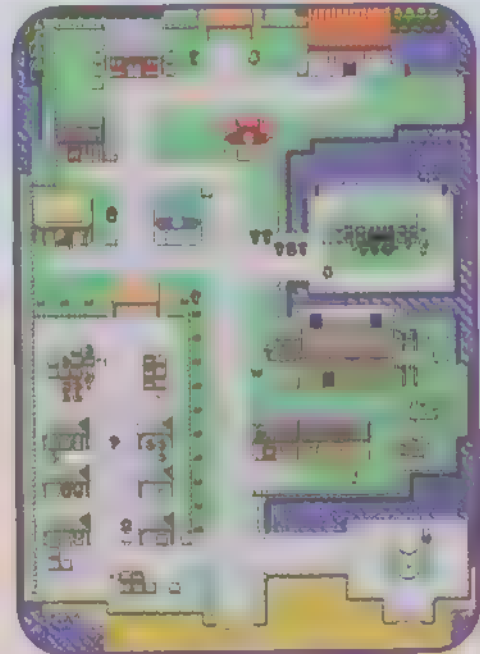


# SLATEPORT CITY

## ENEMY TEAM IN TOWN

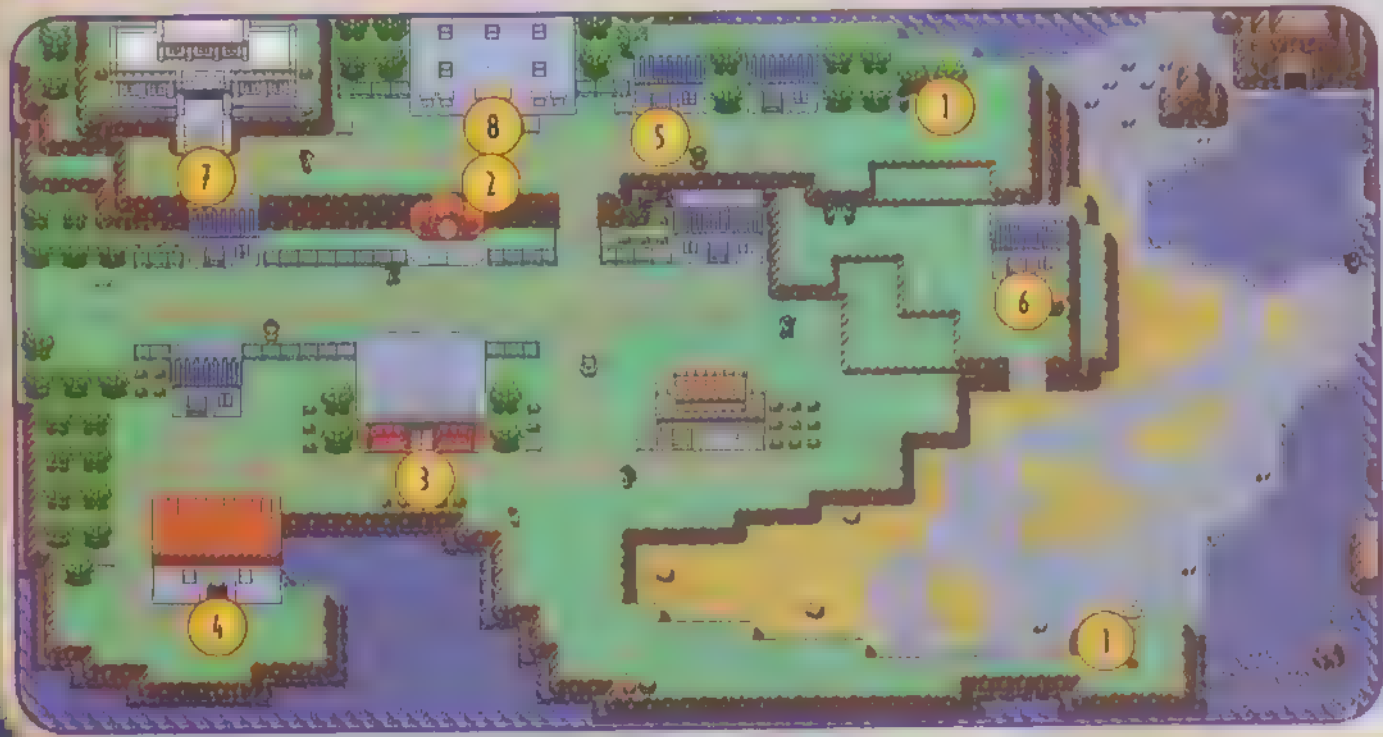


Visit the harbor in the northeast corner of town and you'll see Captain Stern giving a TV interview about his new Submarine. Immediately following this, your enemy team shows up and promptly steals it! You must chase after them as they flee back to Lilycove City—their hideout is located just off the shore in the northeast.

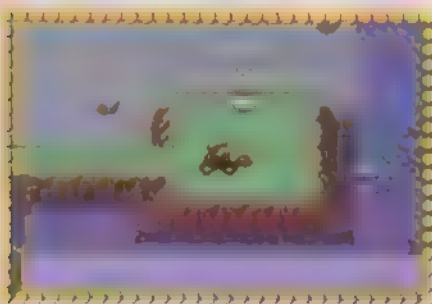


# LILYCOVE CITY

ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: TM44, Max Repel, Aspear Berry, Many shops!  
 NOTABLE POKÉMON: None

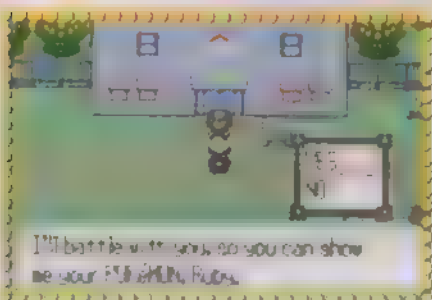


## 1 BUSY CITY!

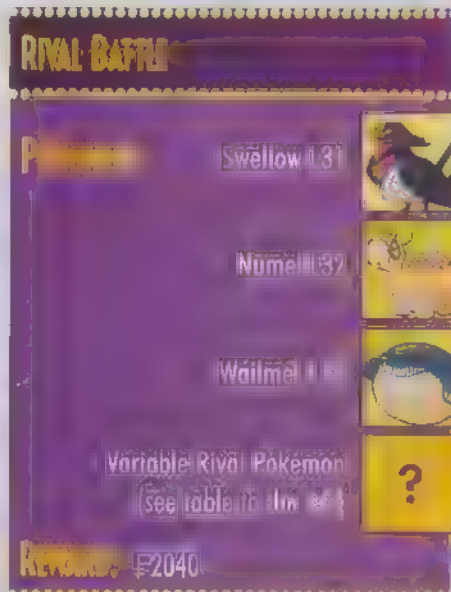


There is a LOT to do in this town, including some major shopping in the department store. Spend some time looking around. You can find a **Max Repel** in the southeast and a free **Aspear Berry** from the man in the northeast.

## 2 RIVAL BATTLE



You must face your rival one more time before you can enter the department store.



**ORIGINAL POKÉMON**  
Treecko  
Torchic  
Mudkip

**RIVAL POKÉMON**  
Blaziken  
Swampert  
Sceptile

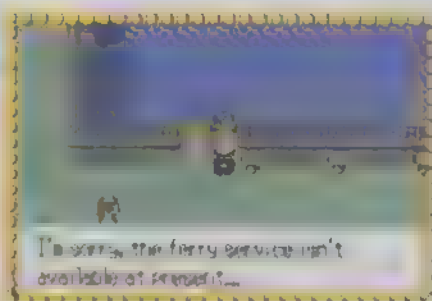
## 3 POKÉMON MASTER CONTEST

Visit the Master Pokémon Contest building here once you've trained your Pokémon in the Normal, Super, and Hyper competitions. It's also possible to bring four friends and compete here!



## 4 LILYCOVE CITY HARBOR

Once the S.S. Tidal in Slateport City has been constructed, you will be able to journey between Lilycove and Slateport.





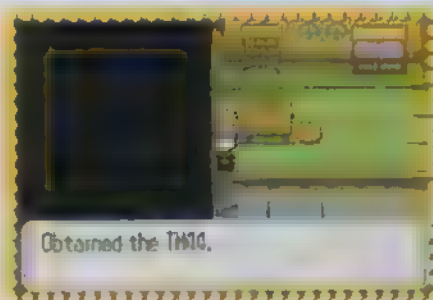
## 5 MOVE DELETER

Check out the Move Deleter's house next to the department store. This is the place to go when you want to delete unwanted moves you taught your Pokémon.



## 6 SLEEPY TIME

Speak with the man in the far eastern house to get **TM44, Rest**. Rest is a handy move that puts your Pokémon to sleep for two turns, but fully restores health and cures status ailments during that period. Don't use it on a weak or unsupported Pokémon, though—it's better to use after you've incapacitated your opponent's Pokémon, or once you've raised your own defenses first.



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## 7 LILYCOVE MUSEUM



If you want to take a break from Pokémon training and battling, stop by the town's museum. If you speak with the Curator inside, he'll invite you up to the new exhibit hall, where he wants to place new pieces of art. All you have to do is go out and create them by winning Pokémon Contests, then come back and speak with him and he'll put them up on display!

## 8 DEPARTMENT STORE



Yes indeed... there is a lot of shopping to be done here. If you've brought money, this is the place to spend it. On the first floor, you can also participate in the Pokémon Loto—come in once a day and they'll compare a randomly drawn ID number to your Pokémon's ID numbers. If there's a match, you'll win a prize! To get lots of different ID numbers, try trading a lot of Pokémon with your friends.



## DEPARTMENT STORE 2F

ITEM	COST
Poke Ball	¥200
Great Ball	¥600
Ultra Ball	¥1200
Escape Rope	¥550
Full Heal	¥600
Antidote	¥100
Parlyz Heal	¥200
Burn Heal	¥250
Ice Heal	¥250
Awakening	¥250
Fluffy Tail	¥1000
Potion	¥300
Super Potion	¥700
Hyper Potion	¥1200
Max Potion	¥2500
Revive	¥1500
Repel	¥350
Super Repel	¥500
Max Repel	¥700
Wave Mail	¥50
Mech Mail	¥50

## DEPARTMENT STORE 3F

ITEM	COST
X Speed	¥350
X Special	¥350
X Attack	¥500
X Defend	¥550
Dire Hit	¥650
Guard Spec.	¥700
X Accuracy	¥950
Protein	¥9800
Calcium	¥9800
Iron	¥9800
Zinc	¥9800
Carbos	¥9800
HP UP	¥9800

## DEPARTMENT STORE 4F

ITEM	COST
TM17	¥3000
TM20	¥3000
TM33	¥3000
TM16	¥3000
TM38	¥5500
TM25	¥5500
TM14	¥5500
TM15	¥7500

## DEPARTMENT STORE 5F

ITEM	COST
Surf Mat	¥4000
Thunder Mat	¥4000
Fire Blast Mat	¥4000
Powder Snow Mat	¥4000
Attract Mat	¥4000
Fissure Mat	¥4000
Spikes Mat	¥4000
Glitter Mat	¥2000
Jump Mat	¥2000
Spin Mat	¥2000
Ball Poster	¥1000
Green Poster	¥1000
Red Poster	¥1000
Blue Poster	¥1000
Cute Poster	¥1000
Pika Poster	¥1500
Long Poster	¥1500
Sea Poster	¥1500
Sky Poster	¥1500
Pika Cushion	¥2000
Round Cushion	¥2000
Zigzag Cushion	¥2000
Spin Cushion	¥2000
Diamond Cushion	¥2000
Ball Cushion	¥2000
Grass Cushion	¥2000
Fire Cushion	¥2000
Water Cushion	¥2000
Pichu Doll	¥3000
Pikachu Doll	¥3000
Marili Doll	¥3000
Jigglypuff Doll	¥3000
Duskull Doll	¥3000
Wynaut Doll	¥3000
Baltoy Doll	¥3000
Kecleon Doll	¥3000
Azurill Doll	¥3000
Skitty Doll	¥3000
Swablu Doll	¥3000
Gulpin Doll	¥3000

## VENDING MACHINE 6F

ITEM	COST
Fresh Water	¥200
Soda Pop	¥300
Lemonade	¥350



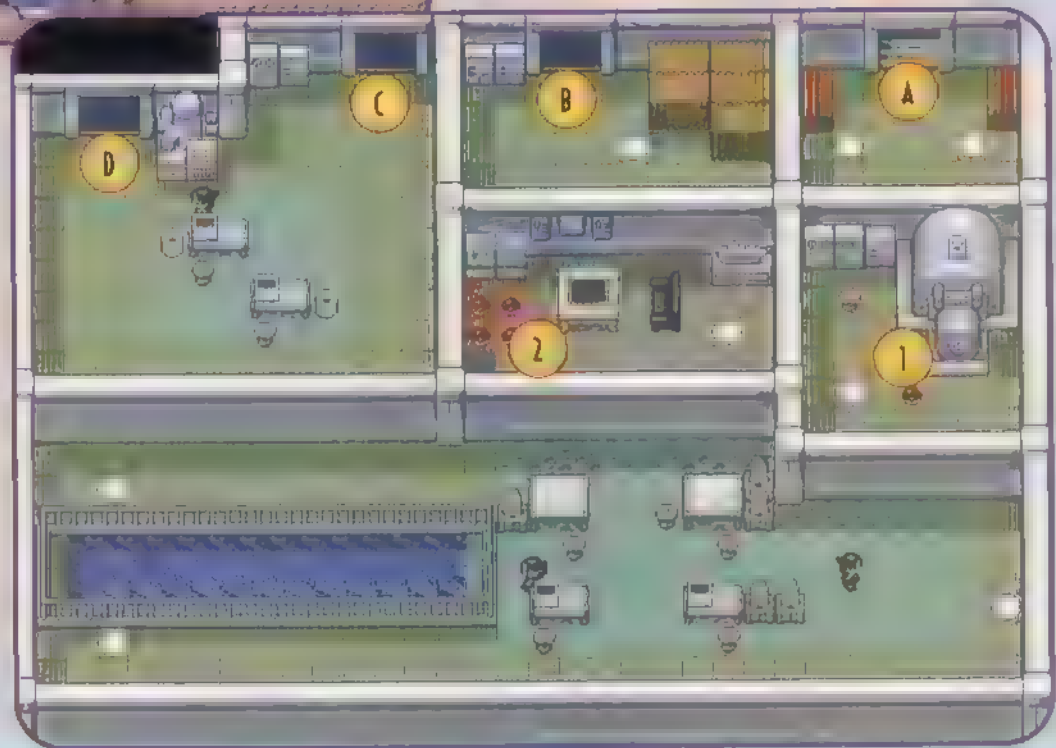
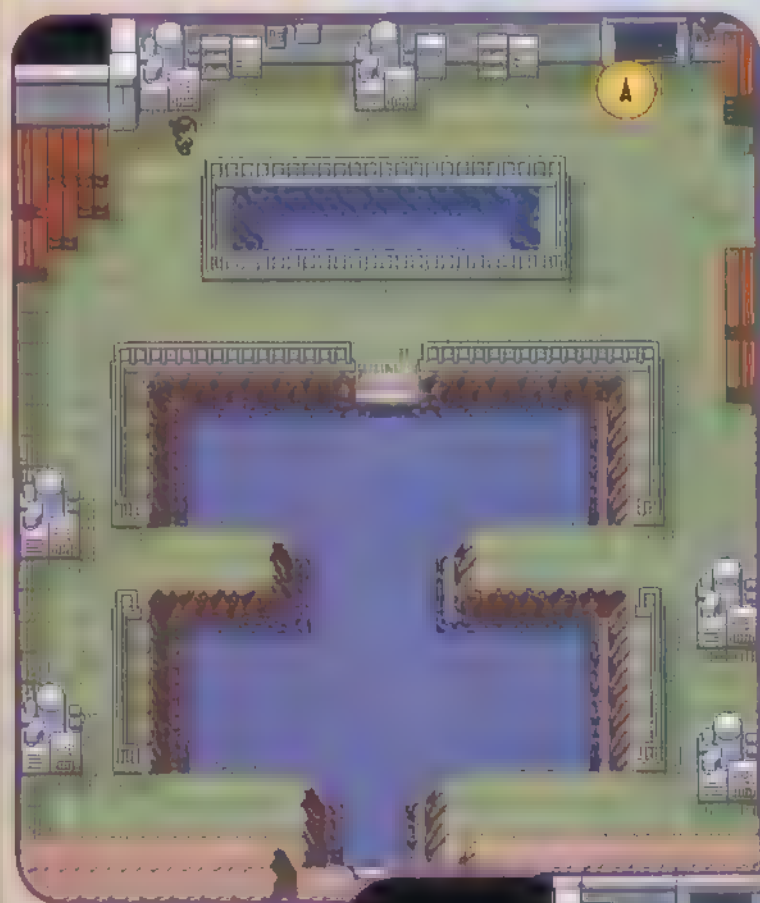
# ENEMY TEAM BASE

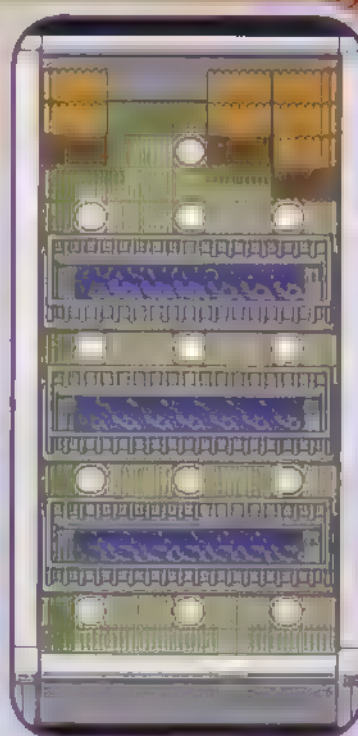
ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: Master Ball, Nest Ball, Nugget  
 NOTABLE POKÉMON: None

100

## NOTE

Call-outs A-D on these maps refer to corresponding tunnel connections in this area.





**ENEMY GRUNT #1**

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Reward: \$100

**ENEMY GRUNT #3**

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Reward: \$100

**ENEMY GRUNT #5**

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Reward: \$100

**ENEMY GRUNT #2**

Position: [Redacted] [Redacted] [Redacted]

Reward: \$100

**ENEMY GRUNT #4**

Position: [Redacted] [Redacted] [Redacted]

Position: [Redacted] [Redacted] [Redacted]

Reward: \$100

**ENEMY GRUNT #6**

Position: [Redacted] [Redacted] [Redacted]

Reward: \$100





## 1 RECOVERING THE SUBMARINE

You need to penetrate your enemy team's base and recover Captain Stern's Submarine. No problem, right? Note that this base appears slightly different in Ruby or Sapphire, but the contents are exactly the same. Work your way toward the bottom and defeat your enemy team! There are a few items on the way, including a **Nest Ball** and a **Max Elixir**.



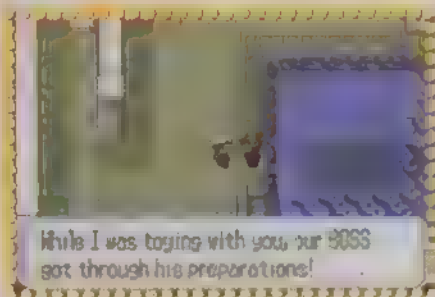
## 2 TRAPPED ITEMS

Beware if you wind up in the basement and make your way through the teleport pads to a small room; two of the 'items' on the ground are actually Electrodes! Is it worth the time to get to the room? Absolutely! There's a **Master Ball** inside! There's also a **Nugget**, but that's a bit less exciting, don't you think? Keep that Poké Ball for later in the game when you're facing a one of a kind Pokémon that is extremely hard to catch.



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## 3 SUBMARINE AWAY



Unfortunately, Captain Stern's Submarine will escape with your enemy team on board no matter how quickly you get to the bottom and defeat the Admin. You'll have to catch up with them later when you're both far out at sea...

### ENEMY ADMIN

POKÉMON	Numel	L32
	Mightyena	L32
	Camperup	L32
	(Ruby version only)	
	Sharpedo	L32
	(Sapphire version only)	

**REWARD:** \$1280

## ROUTE 124

## ABILITIES REQUIRED:

SURF, DIVE

## ITEMS AVAILABLE:

Two Green Shards, Blue Shard, Red Shard, Yellow Shard, Two Heart Scales, Carbos, Calcium, Pearl, Big Pearl



## NOTABLE POKÉMON:


None








## TRAINER 1: SWIMMER JENNY

**POKÉMON:**  

**REWARD:** 


## TRAINER 2: SWIMMER ROLAND

**POKÉMON:**  




**REWARD:** 


## TRAINER 3: SWIMMER GRACE

**POKÉMON:**   


**REWARD:** 

## TRAINER 4: SWIMMER SPENCE

**POKÉMON:**   

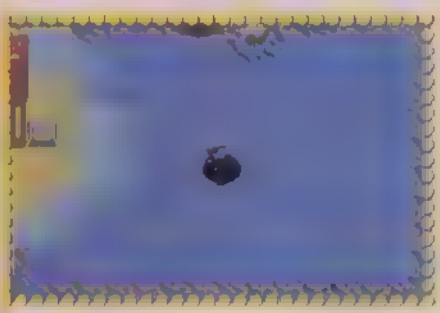
**REWARD:** 

## TRAINER 5: SWIMMER GRAD

**POKÉMON:**  

**REWARD:** 

## 1 ONWARD TO MOSSDEEP CITY



You cannot fully explore this area without Dive, so take on the Trainers if you like, then head east toward Mossdeep.

## 2 DIVING TREASURE HUNTER'S HOUSE

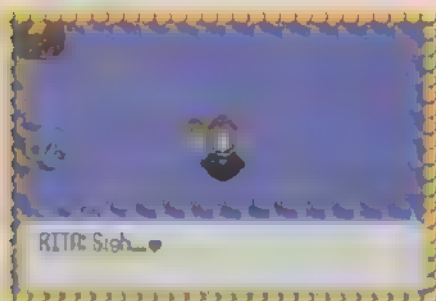


Visit the Diving Hunter on an island just before Mossdeep, and talk with him about deep-sea treasure. If you manage to find any colored Shards in your travels, bring them to him, and he'll turn them into various Stones, which you can then use to evolve certain Pokémon.

### STONE TRADING

Red Shard	Fire Stone
Yellow Shard	Thunderstone
Blue Shard	Water Stone
Green Shard	Grass Stone

## 3 DOUBLE TROUBLE

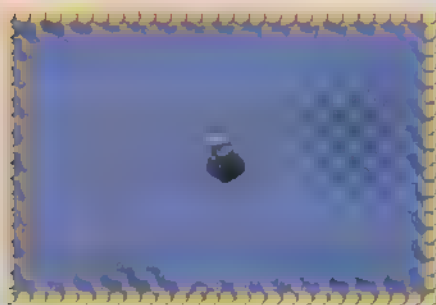


Test your skills on the brother and sister team just south of the entrance from Lilycove.

TEAM BATTLE: SIS RITA & BRO SAM



## 4 DIVING



Once you have Dive, you can return here and explore more thoroughly to find several items: two Green Shards, two Heart Scales, Carbos, a Blue Shard, Calcium, a Red Shard, a Yellow Shard, a Pearl, and a Big Pearl. Quite a haul!

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## MOSSDEEP CITY


ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: Net Ball  
 NOTABLE POKÉMON: None



SAPPHIRE  
VERSION

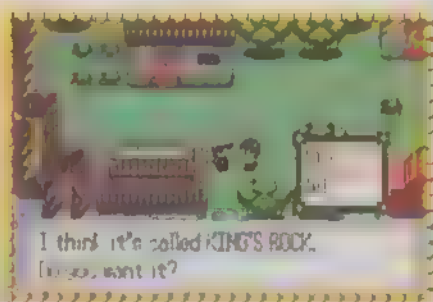


## POKÉMON MART

ITEM	COST
Ultra Ball	\$1200
Net Ball	\$1000
Dive 	\$1000
Hyper Potion	\$1200
Full Heal	\$600
Revive	\$1500
Max Repel	\$700
X Attack	\$500
X Defend	\$550

## 1 AROUND TOWN

Your seventh Badge is in sight. Check the house just west of the Pokémon Center to meet a boy who will investigate your Secret Base, if you've made one. Just outside that house, on the right, is a man who will give you a **King's Rock**, if you've got space in your bag. Check the house to the northwest of the center to find Steven's home! He'll give you



**HM08, Dive**, while you're visiting, but you must defeat the Gym Leader here to use it. If you drop by the house north of the center, you'll find a man who can tell what kind of Pokéblocks the front Pokémon in your party likes. Finally, check the southeast part of the island for a free **Net Ball**.

### NOTE

After you've finished the game, make a return visit to Steven's home and pick up the Pokémon, Beldom.

## 2 SUPER FISHING

There's a hill in the east part of town. Check the northwestern house on the first tier up—a man inside will reward your inquisitiveness with the **Super Rod**!



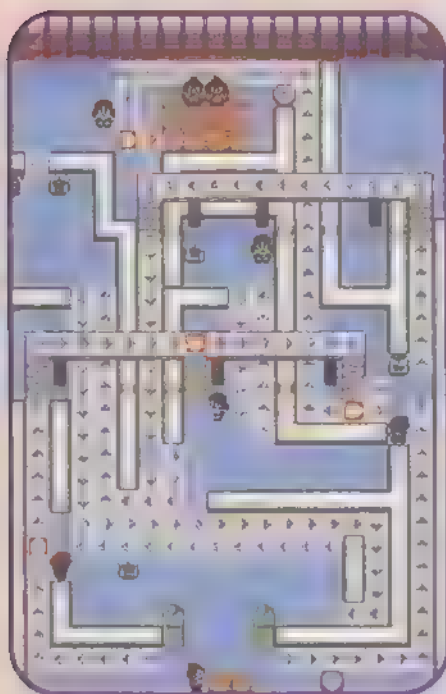
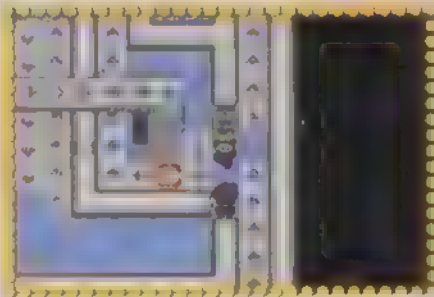
## 3 MOSSDEEP SPACE CENTER

Yes, that giant building is a space research center! Go inside and take a look around. A man just inside will give you a **Sun Stone** just for talking to him. Sadly no, you don't get to hop in a rocket and visit space...



#### 4 MOSSDEEP GYM

Okay, it looks intimidating, but don't worry. Take your time exploring the conveyor belts that run around this gym to battle the Trainers, and you'll eventually wind up facing the dual Gym Leaders, Liza & Tate. Yes, you'll be fighting a team battle for your seventh Badge!



## TRAINER 2: PSYCHIC INTUITION

**Abstract**—The purpose of this study was to determine the effect of a 12-week training program on the heart rate (HR) and energy expenditure (EE) of sedentary, middle-aged women. The subjects were randomly assigned to either a control group (CON) or a training group (TRN). The TRN group performed a 12-week training program consisting of three sessions per week. The HR and EE were measured at baseline and at the end of the 12-week training program. The TRN group showed a significant decrease in HR and a significant increase in EE compared to the CON group. The results suggest that a 12-week training program can improve the cardiovascular fitness and energy expenditure of sedentary, middle-aged women.

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## Review

## TRAINER'S PSYCHIC VIRGIN

## References



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**TRAINER 6: PSYCHE HANNAH**

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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

## TRAINER: PSYCHE PRESTON

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26



# REVIEW

## TRAINER 3: PSYCHIC MATHS

**P** **100**



## TRAINER 4: PSYCHE GILMANTH

## Pharmaceuticals



**RESEARCH** *Journal of the American Academy of Child and Adolescent Psychiatry*

## TEAM-BATHING: MEET @ BATH

**R**



**Research** *Journal of the American Academy of Child and Adolescent Psychiatry* 2004;43:1031-1039

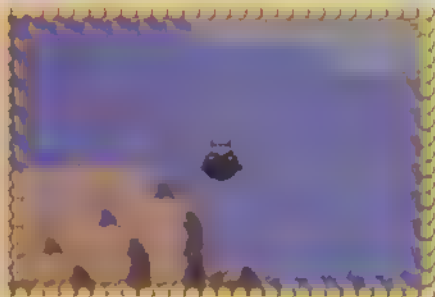


## NOTE

When you acquire the Mind Badge, your collection is almost complete. You can now utilize Dive and access the last few remaining areas before the eighth gym. **TM04, Calm Mind**, is also a nice prize—it raises both Special Attack and Special Defense, the special version of Bulk Up. Put it to good use on a Pokémon that uses a lot of special moves.

5

## AFTER THEM!



Now that you've conquered the gym here, what do you need to do next? Track down your enemy team, of course! They're lurking at the bottom of a very deep trench in Route 128, so head south from Mossdeep!

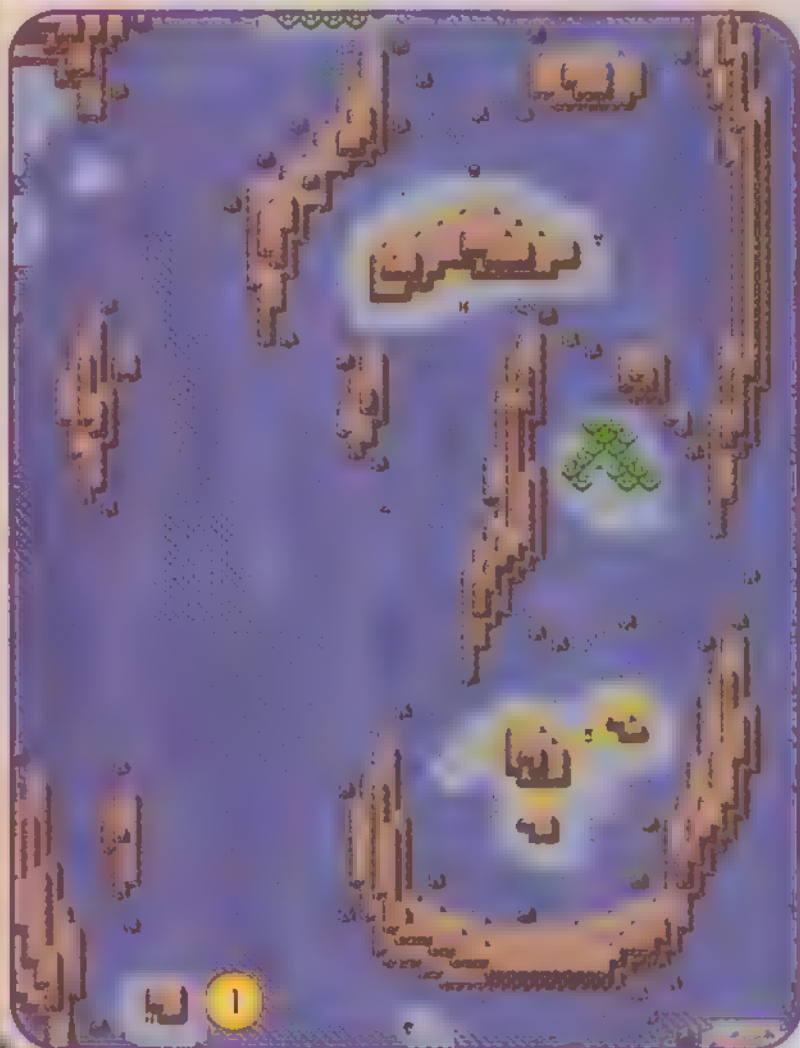
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## ROUTE 127

ABILITIES REQUIRED: **SURF, DIVE**

ITEMS AVAILABLE: Red Shard, Heart Scale, Star Piece, Zinc, Carhos, HP UP

NOTABLE POKÉMON: None



## TRAINER 1: BIRD-KEEPER DYRON

Item	Amount	Species
Item	Amount	Species
Item	Amount	Species

REWARD: \$1000

## TRAINER 2: FISHERMAN SONAR

Item	Amount	Species
Item	Amount	Species
Item	Amount	Species
Item	Amount	Species

REWARD: \$1200

## TRAINER 3: FISHERMAN HENRY

Item	Amount	Species
Item	Amount	Species
Item	Amount	Species

REWARD: \$1400

## TRAINER 4: FISHERMAN ROGER

Item	Amount	Species
Item	Amount	Species
Item	Amount	Species
Item	Amount	Species

REWARD: \$1000

## TRAINER 5: TRIATHLETE CONNOR

Item	Amount	Species
Item	Amount	Species
Item	Amount	Species
Item	Amount	Species

REWARD: \$1000

## TRAINER 6: BLACK-BELT KON

Item	Amount	Species
Item	Amount	Species

REWARD: \$1000

## TRAINER 7: TRIATHLETE CALIB

Item	Amount	Species
Item	Amount	Species
Item	Amount	Species
Item	Amount	Species

REWARD: \$1000



## 1 ONWARD, SOUTHWARD

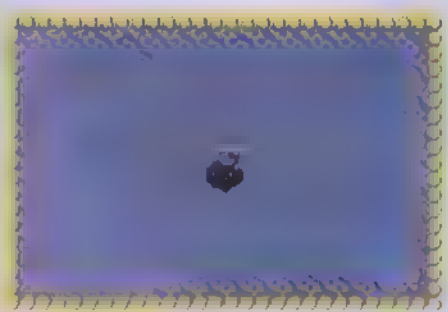
An in-between water Route, Route 127 has exits north to Mossdeep City, west to Route 126, and south to Route 128. South is the way you want to go to catch up to your enemy team. You can, however, spend some time Surfing around here if you want to confront all of the Trainers. You can also pick up a **Zinc** in the northwest corner.



Ruby found one ZINC!

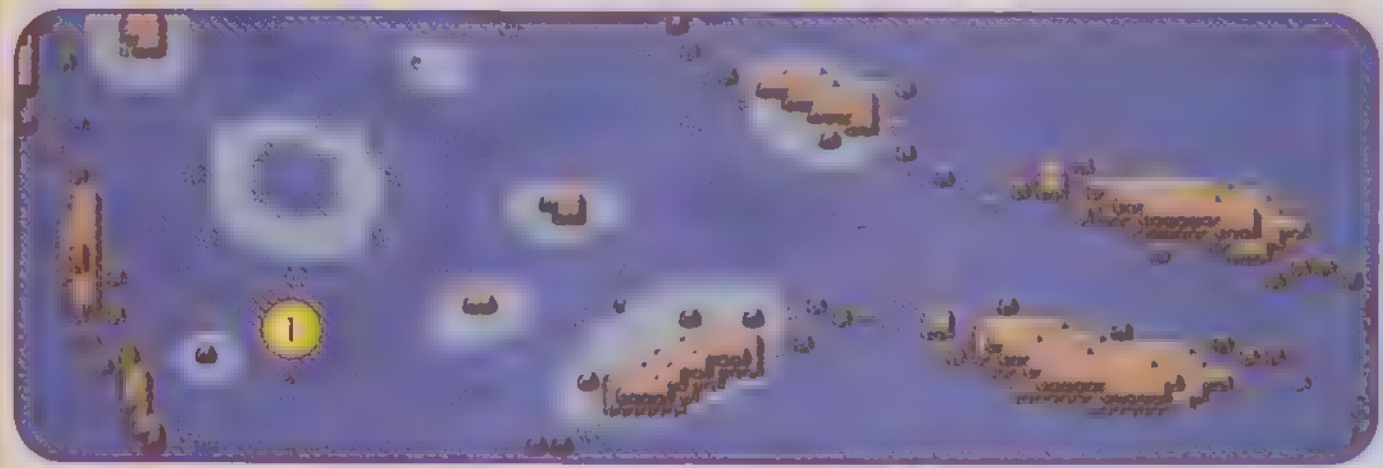
## 2 EXPLORING THE DEPTHS

There's plenty more to be found using Dive here, including: **Carbos**, **HP Up**, a **Red Shard**, a **Star Piece**, and a **Heart Scale**.



# ROUTE 128

ABILITIES REQUIRED: SURF, DIVE  
ITEMS AVAILABLE: Protein, Pearl  
NOTABLE POKÉMON: None



**TRAINER 1: COOLTRAINER RUBEN**

POKÉMON	Level	Item
Seel	10	None
Seel	10	None
Seel	10	None

**REWARD: 1000**

**TRAINER 2: COOLTRAINER ALEXA**

POKÉMON	Level	Item
Seel	10	None
Seel	10	None
Seel	10	None

**REWARD: 1000**

**TRAINER 3: TRIATHLETE ISAMU**

POKÉMON	Level	Item
Seel	10	None
Seel	10	None
Seel	10	None

**REWARD: 1000**

## TRAINER 4: FISHERMAN WAYNE

Potion



Remaining: 1200

## TRAINER 5: TRIATHLETE KATELIN

Potion



Remaining: 1200

## 1 INTO THE DEPTHS



There's a very specific underwater area you need to visit here—look on the western edge of the Route for a large ring of light water, then move just south of it and Dive! You'll find the entrance to the Seafloor Cavern. Note that if you Dive **INSIDE** the ring, you can search the empty center space underwater for a **Protein**, and Diving in the eastern deep water will net you a **Pearl**. Once you're inside by the submarine, use Dive again to rise up into the Seafloor Cavern.

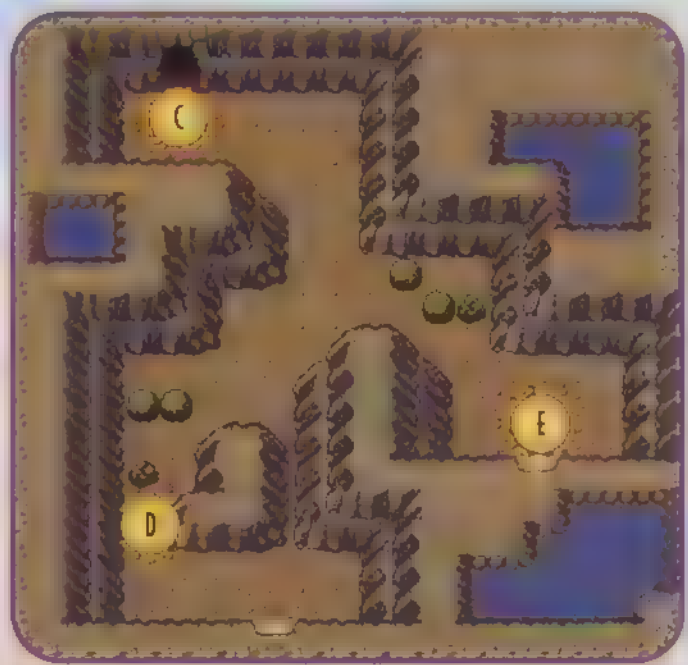




# SEAFLOOR CAVERN

ABILITIES REQUIRED: SURF, DIVE, ROCK SMASH, STRENGTH  
 ITEMS AVAILABLE: TM26  
 NOTABLE POKÉMON: None

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**NOTE**

Call-outs B-L on these maps refer to corresponding tunnel connections in this area.

**1 WHAT LURKS IN THE DEPTHS**

Your enemy team has taken Captain Stern's Submarine far beneath the ocean's surface in search of something that has been sleeping there for ages. You must stop them! The cavern you will be exploring is fairly extensive, but you won't actually be involved in many battles, particularly if you brought along some Repels.



**ENEMY GRUNT #1**

**POKÉMON:** Poochyena L37

Nimble L37

**REWARD:** ¥740

**ENEMY GRUNT #1**

**POKÉMON:** Poochyena L37

**REWARD:** ¥760

**ENEMY GRUNT #3**

**POKÉMON:** Poochyena L37

Nimble L36

**REWARD:** ¥720

## 2 DOWN TO THE BOTTOM

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Work your way through the cave, defeating the enemy team members who try to block your path, until finally, deep within the cavern, you will find the ancient Pokémon they were searching for. On your way, you must face the enemy team Admin one more time. You can pick up TM26, Earthquake, on your way down—an extremely strong Ground attack. At the very bottom, you will ultimately face your enemy team Leader.

**ENEMY ADMIN**

**POKÉMON:** Camerupt L38 (Ruby version only)

Mightyena L38

**REWARD:** ¥1520

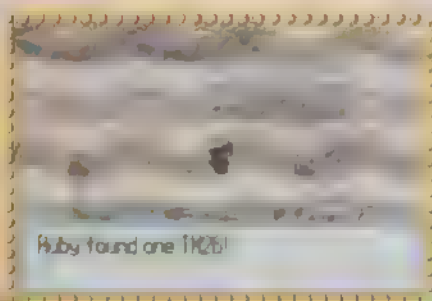
**ENEMY TEAM LEADER**

**POKÉMON:** Mightyena L41

Camerupt L43 (Ruby version only)

**REWARD:** ¥3440

## 3 THAT CAN'T BE GOOD...



Their actions will free the Pokémon sealed beneath the waves, and the consequences for the world are dire. You need to get to Sootopolis, quickly. Head to Route 126!

## ROUTE 126

ABILITIES REQUIRED: SURF, DIVE  
ITEMS AVAILABLE: Yellow Shard, Blue Shard, Heart Scale, Ultra Ball, Iron, Big Pearl, Pearl, Stardust  
NOTABLE POKÉMON: None

Route 126



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SAPPHIRE  
VERSION



### TRAINER 1: SWIMMER BRENDA

POKEMON: Goldeen L38

REWARD: ¥280



### TRAINER 2: SWIMMER BARRY

POKEMON: Gyarados L38

REWARD: ¥280



### TRAINER 3: SWIMMER DEAN

POKEMON: Carvanha L33

Carvanha L33

Wingull L33

REWARD: ¥264



### TRAINER 4: SWIMMER NIKKI

POKEMON: Morill L32

Walimer L32

Sphea L32

REWARD: ¥256

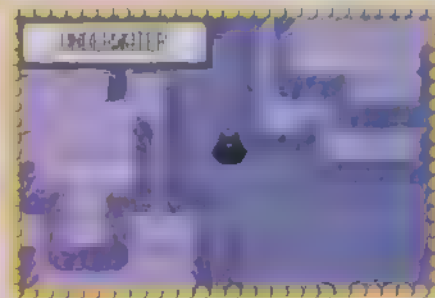
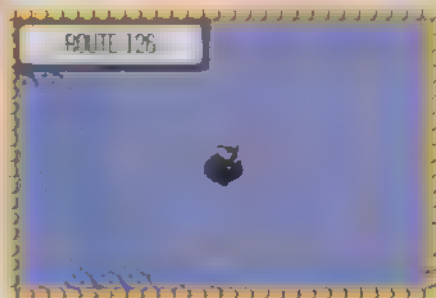


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## 1 EXPLORING

To reach the fourth Trainer, Dive in the northwest side of the island, then work your way inside the barrier of rocks above the ocean and surface. Oh, and one other thing... If you check just inside the curl underwater that leads up to the fourth Trainer, you can find a **Heart Scale** if you

look around carefully! Take it back to the move Trainer in Fallarbor. If you check beneath the water near the fourth Trainer, you can find a **Yellow Shard**, a **Pearl**, and an **Iron**. Finally, check underwater around the island itself, and the solitary Dive spot in the southwest of this Route to recover some more items: **Ultra Ball**, **Stardust**, a **Big Pearl**, and a **Blue Shard**.



## 2 DOWN TO SOOTOPOLIS



There's a large frozen island in the center of Route 126, on the south side. Dive down and you'll find the entrance to Sootopolis City.

# SOOTOPOLIS CITY

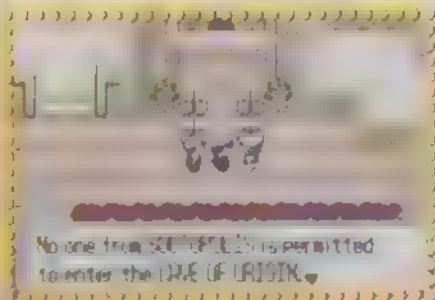
ABILITIES REQUIRED: SURF, DIVE  
ITEMS AVAILABLE: TM31, Wailmer Doll, Cornn, Figy Berries  
NOTABLE POKéMON: None





## 1 FINAL BADGE?

Yes indeed, the last gym is here, but before you can get into it, you must first deal with more pressing matters. Work your way up the left side of the city, and then down to the center. You will meet Steven and Wallace, the town's Gym Leader. They will tell you that you must go into the Cave of Origin, along with the Orb that you brought with you from Mt. Pyre.



## POKÉMON MART

ITEM	COST
Ultra Ball	¥1200
Hyper Potion	¥1200
Max Potion	¥2500
Full Heal	¥600
Revive	¥1500
Max Repel	¥700
X Attack	¥500
X Defend	¥500
Shadow Mail	¥50

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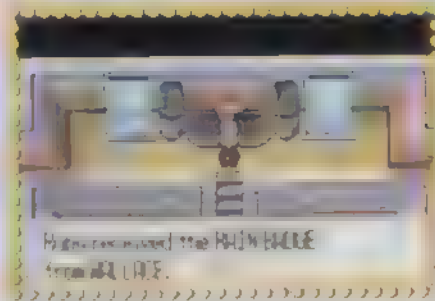
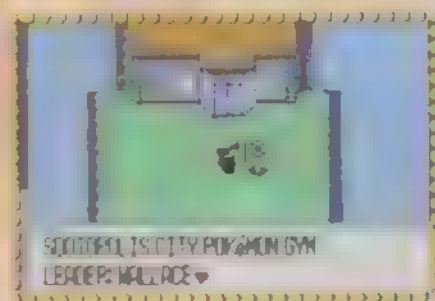
## 2 AROUND TOWN

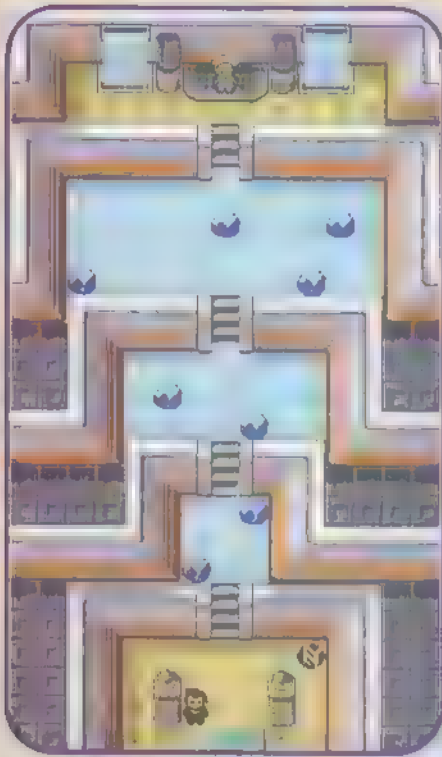


Once you've managed to take care of the emergency, you can relax for a moment and tour the town. Check the house in the far northwest to receive **TM31**, Brick Break! A very nice Fighting move, Brick Break will punch through defensive techniques. Talk to Kiri in the southwest to receive a **Cornn Berry** and a **Figy Berry**. Speak to a woman in a house just east of the Pokémon Center to receive a **Wailmer Doll**. If you've got a Barboach or a Shroomish Pokémon handy, take it to a house on the eastern side and show them to the men inside.

## 3 EIGHTH GYM

Here it is, your final challenge before the Elite Four. This gym features a large assortment of Ice Pokémon, so be ready for them.





## TRAINER 1: LASS ANDREA

POKEMON

REWARD



## TRAINER 2: BEAUTY CONNIE

POKEMON

REWARD



## TRAINER 3: LADY BRIANNA

POKEMON

REWARD



## TRAINER 4: BEAUTY BRIDGET

POKEMON

REWARD



## TRAINER 5: LASS CRISTY

POKEMON

REWARD



## TRAINER 6: BEAUTY TIFFANY

POKEMON

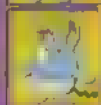
REWARD



## TRAINER 7: POKESAN

POKEMON

REWARD



REWARD

## TRAINER 8: BEAUTY OLIVIA

POKEMON

REWARD



## GYM LEADER WALLACE

POKEMON

REWARD



REWARD

### NOTE

TM03, Water Pulse, is a dual purpose Water-type move that will occasionally cause confusion.





## 4 ONWARD TO EVER GRANDE



Now that you have all eight Badges, it's time to prove your skill, and journey to face the Elite Four. Return to Route 127, go south to Route 128, and then head east to Ever Grande.

## CAVE OF ORIGIN

ABILITIES REQUIRED:

None

ITEMS AVAILABLE:

HM07

NOTABLE POKÉMON:

Groudon or Kyogre

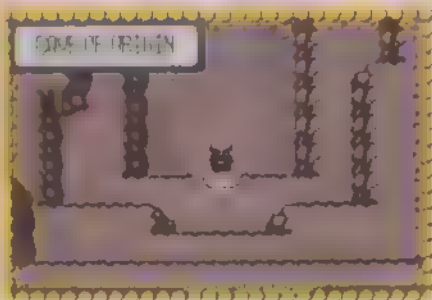
120

### NOTE

You can pick up **HM07, Waterfall** on your way down. Once you've finished this task and have the final Badge, you will be able to use this ability to reach the Pokémon League headquarters and challenge the Elite Four!

## 1 ULTIMATE POKÉMON

Work your way to the bottom of the cavern, and you will encounter either Groudon (in Ruby) or Kyogre (in Sapphire). This would be a very good time to use the Master Ball you recovered from your enemy team's base.



## EVER GRANDE CITY

ABILITIES REQUIRED:  
ITEMS AVAILABLE:  
NOTABLE POKÉMON:

SURF, WATERFALL  
None  
None



**SAPPHIRE  
VERSION**



## 1 WELL DONE!



You've made it this far. Just a little bit farther and you're done! Be sure to bring along several Pokémon who can use nearly every HM you've acquired so far—all but Dive and Cut are necessary in Victory Road. There's a Pokémon Center just outside the cave entrance, so stop by to rest up, then choose your Pokémon and enter Victory Road!

# VICTORY ROAD

ABILITIES REQUIRED:

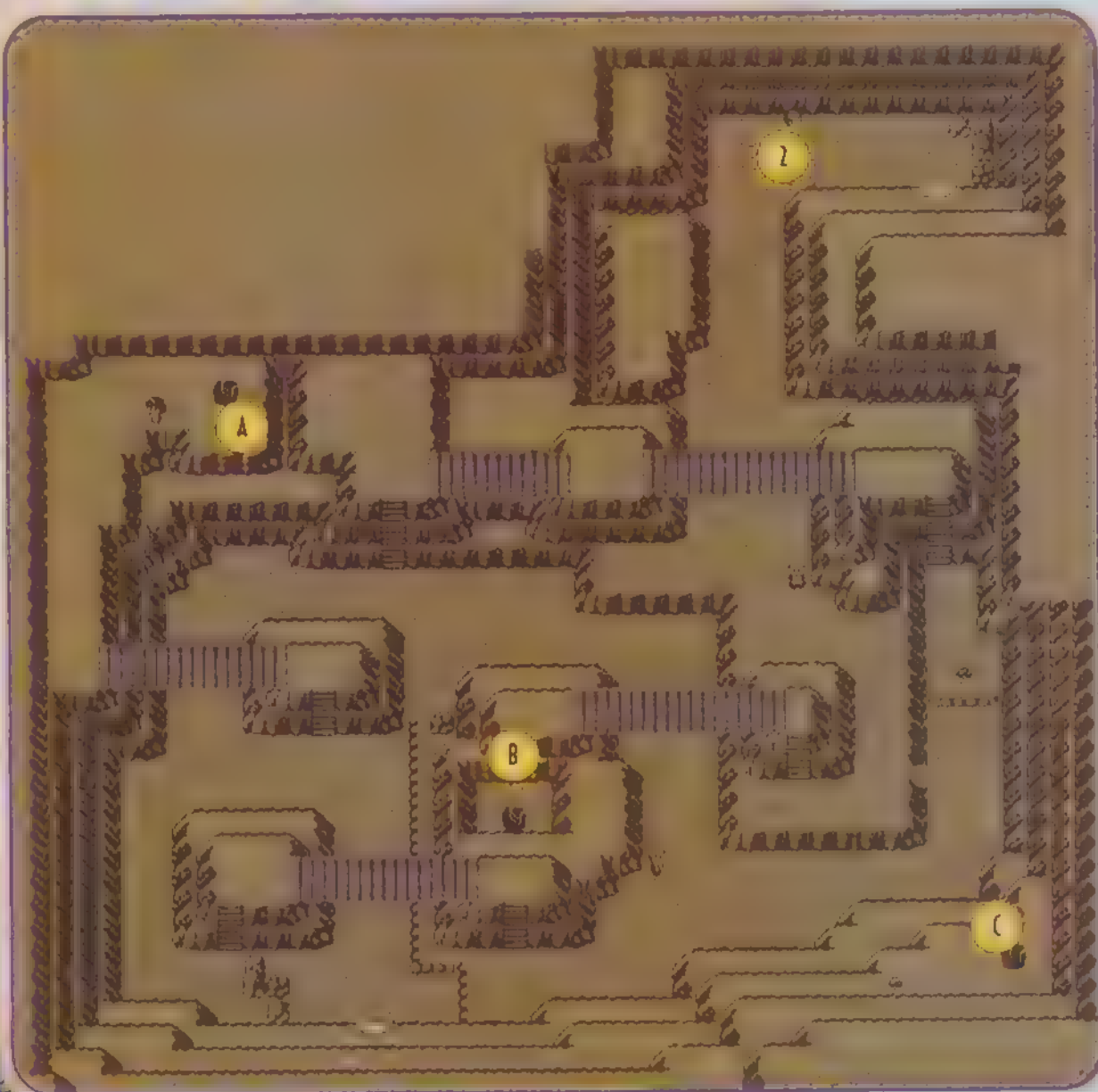
ITEMS AVAILABLE:

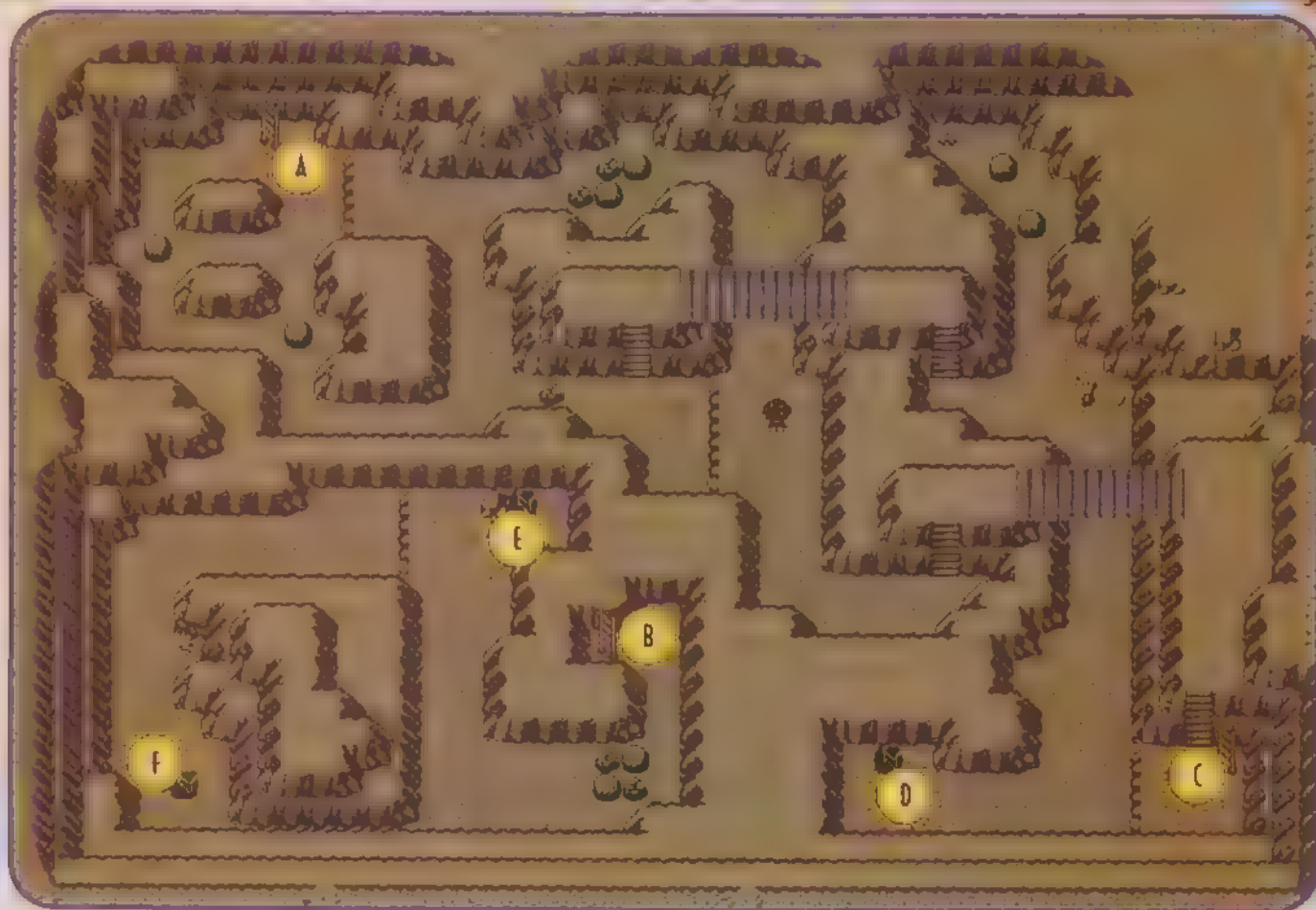
NOTABLE POKÉMON:

SURE, WATERFALL, FLASH, ROCK SMASH, STRENGTH

TM29, Max Elixer, PP UP, Full Restore, Full Heal

Loudred, Hariyama, Lairon






## NOTE

Call-outs A-F on these maps refer to corresponding tunnel connections in this area.

**SAPPHIRE  
VERSION**



## TRAINER 1: COOLTRAINER ALBERT

POKÉMON: Manectric L42 

POKÉMON: Muk L42 


REWARD: ¥2004

## TRAINER 2: COOLTRAINER HOPE

POKÉMON: Roselia L44 

REWARD: ¥1000

## TRAINER 3: COOLTRAINER SHANNON

POKÉMON: Claydol L44 

REWARD: ¥2112

## TRAINER 4: COOLTRAINER SAMUEL

POKÉMON: Dodrio L42 


POKÉMON: Lairon L42 

POKÉMON: Kadabra L42 

REWARD: ¥2016

## TRAINER 5: COOLTRAINER

POKÉMON: Sandslash L43 

POKÉMON: Ninetales L43 

REWARD: ¥2064

## TRAINER 6: COOLTRAINER OWEN

POKÉMON: Kertodon L41 

POKÉMON: Rhyhorn L42 

POKÉMON: Tentacool L42 

REWARD: ¥2016

## TRAINER 7: COOLTRAINER CAROLINE

POKÉMON: Mawile L41 

POKÉMON: Sableye L43 

REWARD: ¥2064

## TRAINER 8: COOLTRAINER

POKÉMON: Swellow L42 

POKÉMON: Manectric L42 


POKÉMON: Kadabra L42 


POKÉMON: Shiftry L42 

REWARD: ¥2016

## TRAINER 9: COOLTRAINER MICHELE

POKÉMON: Nosepass L43 

POKÉMON: Ludicolo L43 

POKÉMON: Medicham L43 

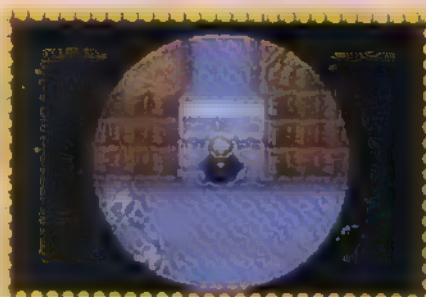
REWARD: ¥2016

## TRAINER 10: COOLTRAINER EDGAR

POKÉMON: Lickitung L43 

REWARD: ¥2016

## 1 ONWARD TO THE POKÉMON LEAGUE

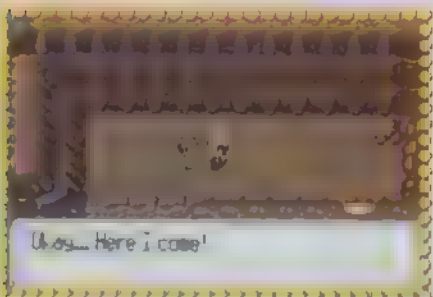


Despite appearances, this cave isn't as complicated as it looks. Work your way through, fighting the Trainers (and collecting some rare Pokémon if you want!). Be sure to grab the items along the way: **Max Elixir**, **PP Up**, **Full Restore**, **Full Heal**, and **TM29, Psychic**.

## NOTE

Psychic is, of course, a Psychic attack, and a good one at that. It will also occasionally lower Special Defense, which is a nice side effect.

## 2 WALLY RETURNS



Wally has been busy while you've been out collecting Badges. He wants to face you one last time. Hopefully your team is ready for this!





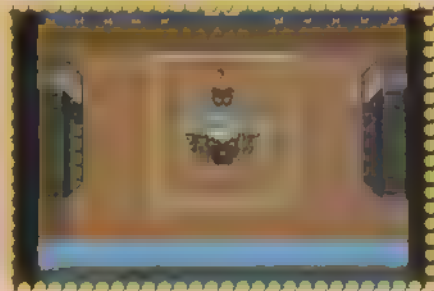
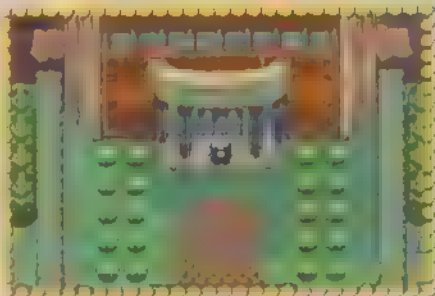
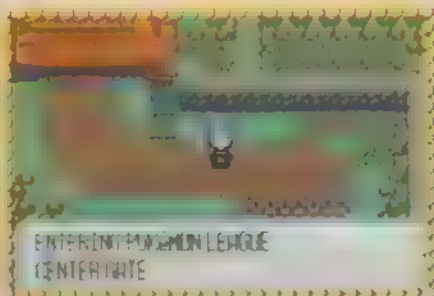
ABILITIES REQUIRED: None  
ITEMS AVAILABLE: None  
NOTABLE POK&MON: None

POKÉMON MART

ITEM	COST
Ultra Ball	¥1200
Hyper Potion	¥1200
Max Potion	¥2500
Full Restore	¥3000
Full Heal	¥600
Revive	¥1500
Max Repel	¥700

## THE FINAL BATTLES

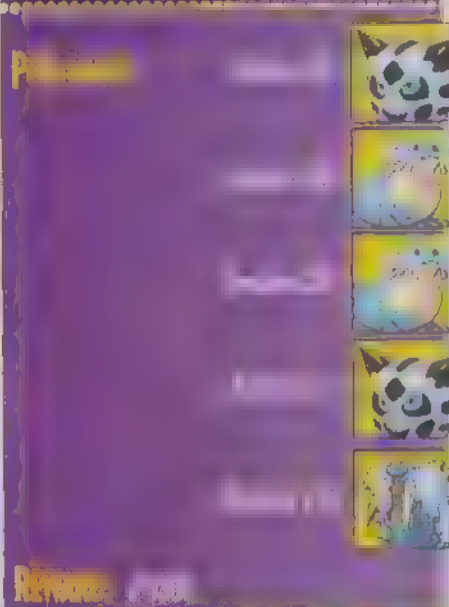
**You're almost done. Rest up, choose your team, buy any items you may need, and get ready for a series of tough battles. You must defeat ALL of the Elite Four in a single run.**



## ELITE FOUR PHOENIX



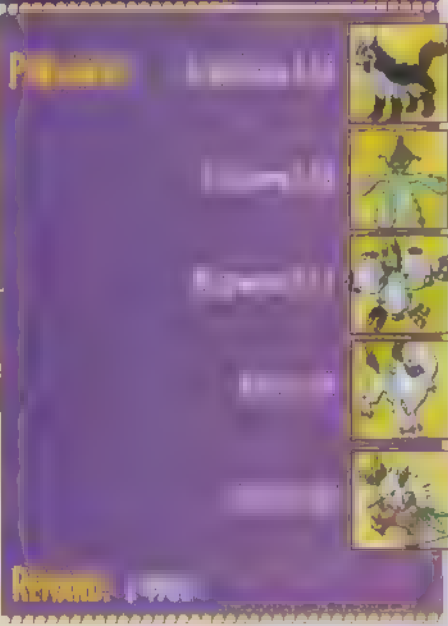
## FLUTE-FOUR GLACIER

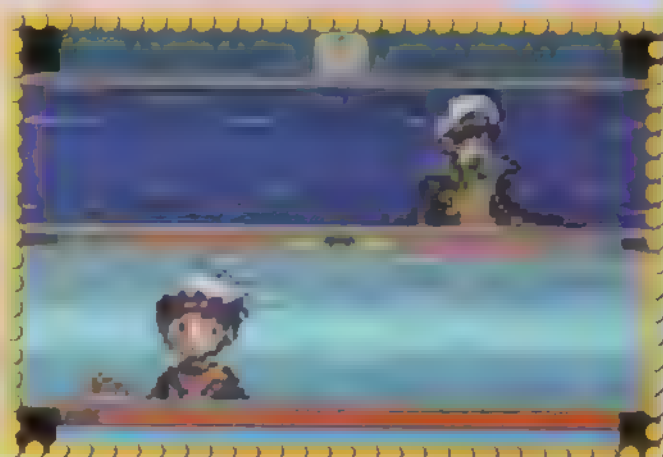
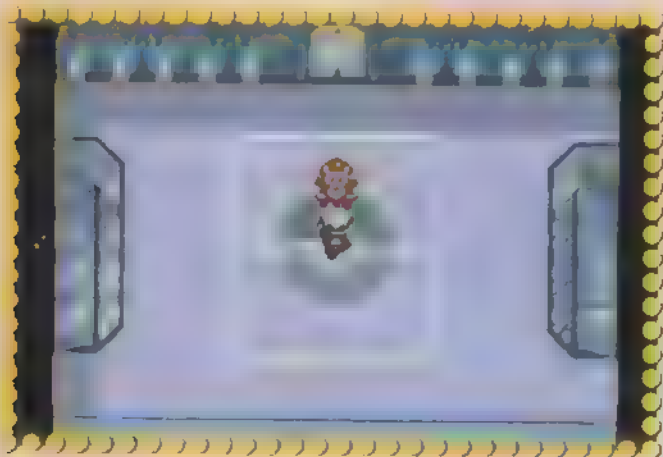


## ELITE FOUR-BRANCH



## ELITE FOUR SIDING

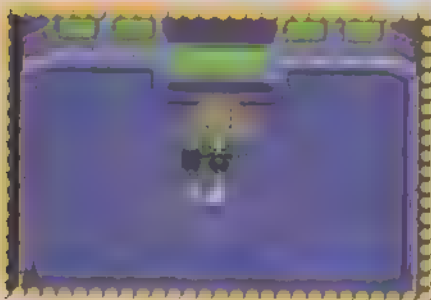




## THE POKÉMON LEAGUE CHAMPION

Guess who? Yup, Steven is the Pokémon League Champion, and as a master of Steel-type Pokémon, he can be difficult to defeat. However, once you do manage to take him down, you have beaten the game! Congratulations! Take a look at the Optional Areas section of this guide for a bit of information on what changes after you finish the game for the first time, and then go have some fun! You can travel anywhere in Hoenn, and there's always Pokémon to catch and raise, Berries to grow, Pokéblocks to create, Contests to compete in, and much more!

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## OPTIONAL AREAS

After you've beaten the game, there's still quite a bit left to do. Several areas throughout the game are inaccessible when you reach them, and those are listed here. Note that when you acquire the means of exploring them during the game (Surf for Routes 105-109, or the Go-Goggles for the Desert), you can immediately head off and check them out if you want. A few things can be done only after you've beaten the Pokémon League, and those are noted here, as well. None of the areas listed here is necessary to finish the game.

### TRICK HOUSE

**ABILITIES REQUIRED:** CUT, STRENGTH, ROCK SMASH  
**ITEMS AVAILABLE:** TM12, Orange Mail, Wave Mail, Harbor Mail, Wood Mail, Shadow Mail, Mach Mail, Glitter Mail, Tropical Mail, Bead Mail, Nugget, Rare Candy, Timer Ball, Hard Stone, Smoke Ball, Magnet, PP Max, Red Tent  
**NOTABLE POKÉMON:** None

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#### TRAINER 1: LASS SALLY

POKÉMON



REWARD: PP4

#### TRAINER 4: SCHOOL KID TED

POKÉMON



REWARD: PP4

#### TRAINER 7: CAMPER JUSTIN

POKÉMON

Kecleon L18



REWARD: PP4

#### TRAINER 2: LASS ROBIN

POKÉMON

Skitty L14



Shroomish L14



Shroomish L14



REWARD: P224

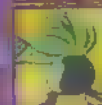
#### TRAINER 5: SCHOOL KID PAUL

POKÉMON

Nomel L12



Oddish L15



Wingull L15



REWARD: P304

#### TRAINER 8: PICKNICK MARTHA

POKÉMON

Shroomish L14



Shroomish L14



REWARD: P368

#### TRAINER 3: YOUNGSTER EDDIE

POKÉMON

Zigzagoon L14



Zigzagoon L16



REWARD: P256

#### TRAINER 6: SCHOOL KID GEORGIA

POKÉMON

Shroomish L16



Beautifly L16



REWARD: P320

#### TRAINER 9: HIKER JUAN

POKÉMON

Shroomish L14



Shroomish L14



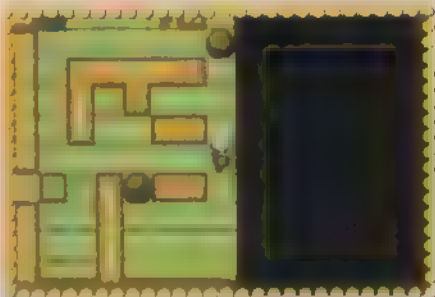
REWARD: P300





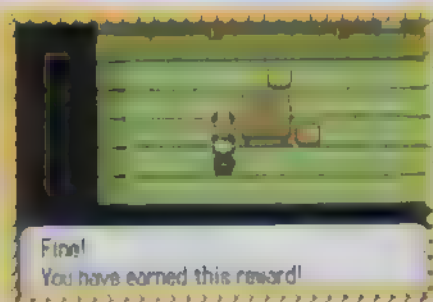
## 1 WHAT IS THIS PLACE?

It's the Trick House, a multi-floor puzzle building, containing several Trainers, and a BUNCH of items, including a full set of Mail.



## 2 WHAT ELSE?

If you can make your way to the top, you'll earn yourself some goodies from the man who runs the building. Oh, one other thing—having problems getting in? Look under the table in the center of the room to find the man who will let you in. Make sure you bring along some Pokémon who can use Cut, Rock Smash, and Strength—you'll need them to clear the house out completely. You could go in a bit early, though, just to pick up a few items. You don't have to go all the way through in one run.



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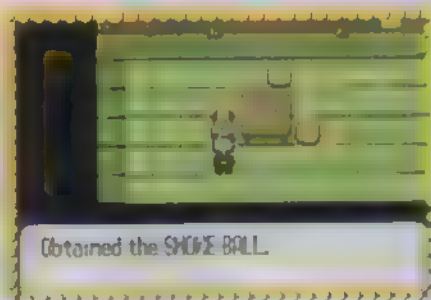
## 3 SCROLLS

On each floor you will find a scroll. You must find them before you move up to the next floor. Each one has the code to unlock the next door.



## 4 I'M DONE!

No, not quite. After you finish a floor, come back in and look again—it's different! Also, each floor you finish will earn you items from the Trick Master, the man who runs the place: **Rare Candy, Timer Ball, Hard Stone, Smoke Ball, TM12 Taunt, Magnet, PP Max, Red Tent.** Each floor you complete will award you one item. After you complete a floor, the Trick Master will vanish. Search the cushion where he was sitting to find a **Nugget**.







### NOTE

Each time you finish a floor, the Trick Master will hide in a different place in the entry room. Just search carefully and you'll find him every time—the room isn't very big.

## THE DESERT

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: Fossil  
NOTABLE POKÉMON: None

### TRAINER 1: CAMPER CLIFF

**POKÉMON:**     
**REWARD:** 


### TRAINER 2: PICKNICK HEIDI

**POKÉMON:**     
**REWARD:** 



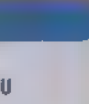
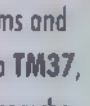
### TRAINER 3: CAMPER DREW

**POKÉMON:**     
**REWARD:** 

### TRAINER 4: RUN-MANIC DUSTY

**POKÉMON:**     
**REWARD:** 

### TRAINER 5: PICKNICK BECKY

**POKÉMON:**     
**REWARD:** 

## 1 SANDSTORMS



Midway through Route 111 is a large and, initially, impenetrable desert. When you acquire the Go-Goggles, you'll be able to navigate through the blinding sandstorms and explore it. Work your way through the desert to fight off the Trainers, then pick up **TM37**, Sandstorm, and find a **Fossil**. What good is it? Not much, until you take it to a researcher on the second floor of the Devon Corporation building. He can turn it into a Pokémon for you! You get to pick only one of the two Fossils, though—either the Root Fossil or the Claw Fossil.

### NOTE

Remember, unless your Pokémon is Steel, Ground, or Rock, you'll be taking damage from the Sandstorm in the desert. **TM37** will let you do this exact same thing in your battles. Put  a Sandstorm, use a defensive Pokémon, and watch your foe vanish in the sandy winds.



## NEW MAUVILLE

ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: TM24, Escape Rope, Ultra Ball, Parlyz Heal, Full Heal  
 NOTABLE POKÉMON: Voltorb, Magnemite

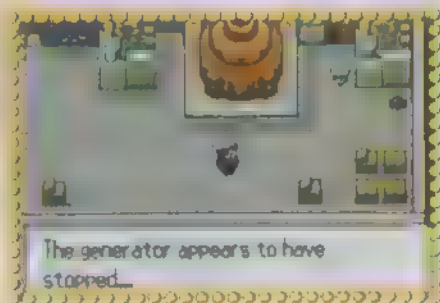
### 1 SHOCKING

Speak with Mauville City's Gym Leader again to get the key to this area. You can find him just out in front of the Pokémon Center. Use Surf to access this area in the northeast of Route 110. Inside, you can find several items: **Escape Rope**, **Ultra Ball**, **Parlyz Heal**, **Full Heal**, and a **Thunderstone**. Watch out for the Voltorbs, though—they look just like items! This is also a good place to catch Electric Pokémon.



### 2 DEACTIVATE THE GENERATOR

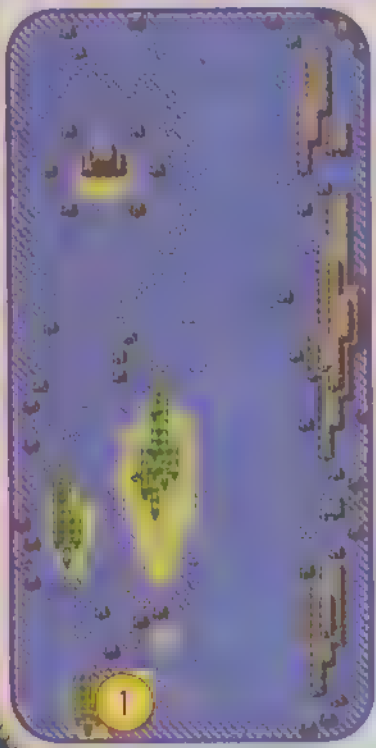
There's a malfunctioning generator at the back of New Mauville—step on the switch in front to shut it off, then return to Mauville and speak with Wattson again. He'll give you **TM24**, **Thunderbolt**, a very nice Electric attack.



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## WATER ROUTE 105

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: Iron  
 NOTABLE POKÉMON: None



**TRAINER 1: SWIMMER DAWN**

POKÉMON: Poliwhirl

REWARD: 200

**TRAINER 3: SWIMMER LON**

POKÉMON: Poliwhirl

REWARD: 100

**TRAINER 2: SWIMMER BEVERLY**

POKÉMON: Poliwhirl

REWARD: 100

**TRAINER 4: RUIN-MANIA POSTER**

POKÉMON: Poliwhirl

REWARD: 100

## TRAINER 5: SWIMMER AUSTIN

POKÉMON

WATER



REWARDS

2500

## 1 SOUTHWARD

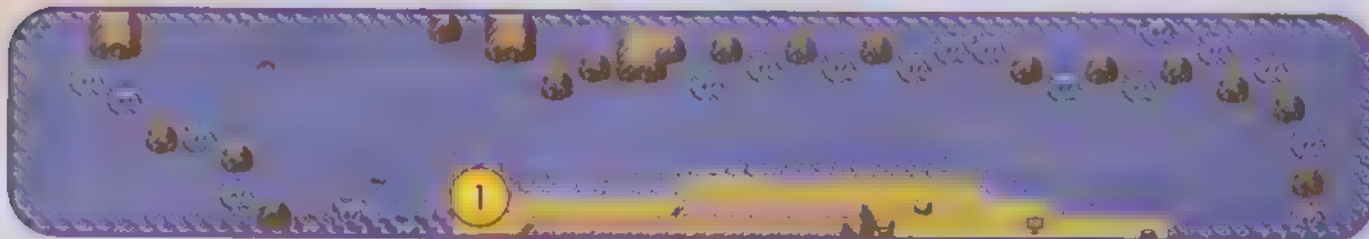
Anytime you have Surf, you can come back and cruise through all of these Routes. However, this is never actually necessary, thanks to Mr. Briney's convenient transport. If you want to hunt some more Pokémon and face a few more Trainers, you can do it yourself. Check the southwestern island for an Iron.



Ruby found one IRON!

# WATER ROUTE 106

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: Protein  
NOTABLE POKÉMON: None



1

## TRAINER 1: SWIMMER NICOLE

POKÉMON

WATER



REWARDS

1000

## 1 EASTWARD

There's only a pair of Trainers here, and you've already seen the other interesting feature of this Route earlier—the Granite Cave. You can find a Protein on the shore behind the cave, though.



Ruby found one PROTEIN!

## TRAINER 2: SWIMMER DOUGLAS

POKÉMON

WATER



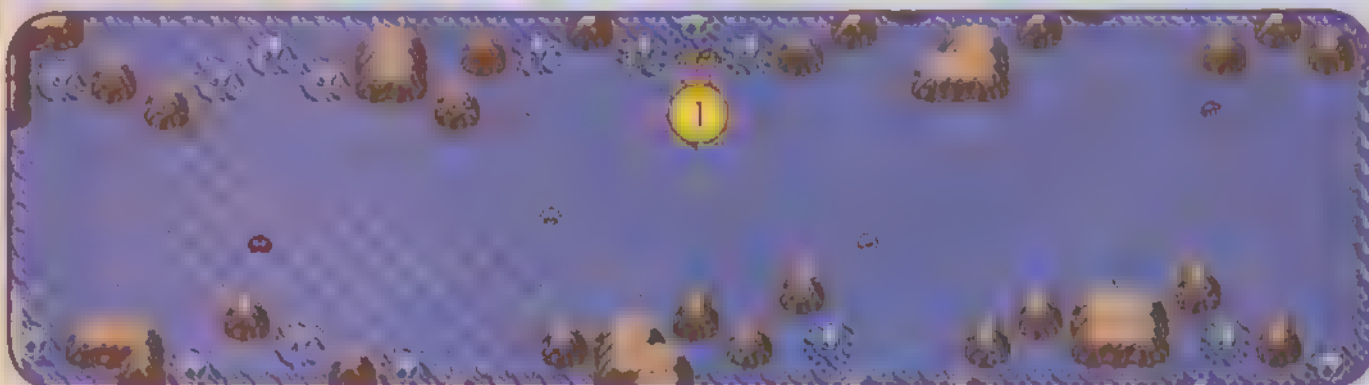
REWARDS

1200



# WATER ROUTE 107

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: None  
NOTABLE POKÉMON: None



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## TRAINER 1: SWIMMER BETH

POKÉMON



REWARD: \$200

## TRAINER 2: SWIMMER BARRIN

POKÉMON



REWARD: \$100

## TRAINER 3: SWIMMER TONY

POKÉMON



REWARD: \$100

## TRAINER 4: SWIMMER DENISE

POKÉMON



REWARD: \$100

## 1 DOUBLE TROUBLE



I always lose, but we can beat you 2-on-2!

There are just a few Trainers on this wet Route, but you'll also encounter a couple for you to test your team skills against.

## TEAM BATTLE: SIS LISA & BRO RON

POKÉMON



REWARD: \$200

## WATER ROUTE 108

ABILITIES REQUIRED: None

ITEMS AVAILABLE: None

NOTABLE POKÉMON: None



### TRAINER 1: SWIMMER TALI

POKÉMON:  




REWARD: 100

### TRAINER 2: SWIMMER JEROME

POKÉMON:  

REWARD: 100

### TRAINER 3: SWIMMER MISSY

POKÉMON:    

REWARD: 100

### TRAINER 4: SWIMMER MATTHEW

POKÉMON: 

REWARD: 100

BS

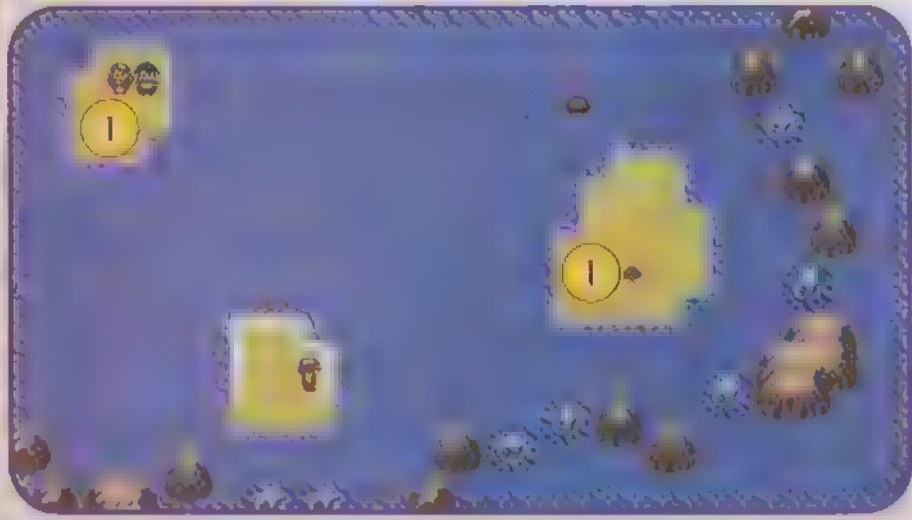
### 1 ABANDONED SHIP



Except for a few Trainers, this Route is pretty much deserted... And so is the ship midway along the Route. Come back and explore it when you're in the mood.

## WATER ROUTE 109

ABILITIES REQUIRED: None  
 ITEMS AVAILABLE: PP Up  
 NOTABLE POKÉMON: None



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**TRAINER 3: SWIMMER DAVID**

Pokémon:

Reward: 1000

**TRAINER 1: FISHERMAN CARTER**

Pokémon:

Reward: 5000

**TRAINER 2: SWIMMER ALICE**

Pokémon:

Reward: 1200

**TRAINER 4: TUBER GWEN**

Pokémon:

Reward: 1000

**TRAINER 5: TUBER CARMEN**

Pokémon:

Reward: 1000

### 1 DOUBLE TROUBLE



You'll find a few more Trainers beyond the beach, along with another team match and a PP Up.

**TEAM BATTLE: MEL & PONY**

Pokémon:

Reward: 1000



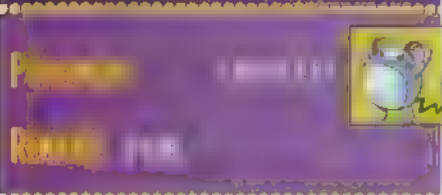
## ABANDONED SHIP

**ABILITIES REQUIRED:** SURF, DIVE  
**ITEMS AVAILABLE:** TM18, Scanner, Water Stone, Dive Ball, Luxury Ball, Escape Rope, Revive, Harbor Mail  
**NOTABLE POKÉMON:** None

### TRAINER 1: SAILOR DUNCAN



### TRAINER 2: TUBER CHARLIE



### 1 SHIPWRECK

There are plenty of goodies to be found on this ship, but you'll need Dive to explore it completely. Look around and you can find: **Harbor Mail, Dive Ball, Escape Rope, Revive.** Use Dive to also get **Water Stone, TM18, Rain Dance, Luxury Ball, and Scanner.**



### TIP

If you go down to the Cabins that are only accessible with Dive, you'll initially find them locked. Look carefully when you enter each room. When you spot a sparkie on the ground, search there to find the keys you need to fully explore. The key to Room 2 is harder to find because you won't see the sparkie—after you enter Room 6, go left into Room 5 and search carefully. You'll find it about midway through the room.

### NOTE

Rain Dance is a very nice Water technique that has several useful effects, including increasing the strength of Water attacks, raising the accuracy of Thunder to 100, and lowering the power of Fire moves.

### 2 TREASURE HUNTER DUO



You'll find a young couple in one of the cabins searching the ship for treasure—and they're up for a team Pokémon battle.



### 3 STORAGE ROOM



There's a room one floor down from the first area where you enter that cannot be opened without a key. Higher up on the ship you'll find someone investigating for Captain Stern—the Storage Key is in the room with him. Pick it up, and then return to get **TM13, Ice Beam.**

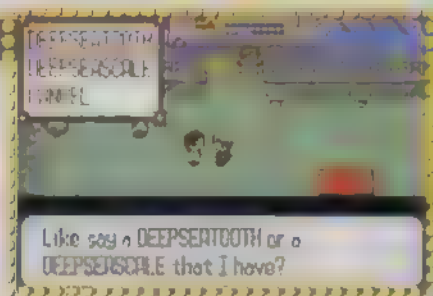
### NOTE

Ice Pokémon and Ice attacks are quite rare, so TM13 is a valuable find. It's also one of the few effective attacks against Dragon Pokémon.

**SAPPHIRE  
VERSION**

## 4 THE SCANNER

Once you recover the Scanner from the depths of the ship, take it back to Captain Stern in Slateport City. You can trade it to him for either a **Deepseetooth** or a **Deepseascale**.



# SAFARI ZONE

**ABILITIES REQUIRED:** BOTH BIKES, SURF  
**ITEMS AVAILABLE:** Max Revive, Calcium, TM22  
**NOTABLE POKéMON:** None

## 1 SAFARI!

The Safari Zone is a fun place to catch a lot of Pokémon that you can't find anywhere else in the game. You must also do it a bit differently. You are given 500 steps and 30 Safari Balls when you enter the area. You must then throw them to catch Pokémon.

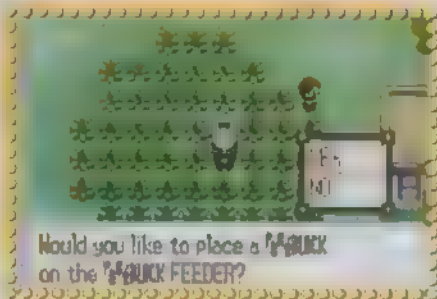
**You can throw a Pokéblock to help keep a**

Pokémon in battle with you. To explore the area fully, you need the Mach Bike to go to the northwest corner, the Acro Bike to explore the northeast, Surf to grab a few items, and a Fishing Pole to catch some of the Pokémon. Check everywhere! And don't worry about running out of time, because you can always come back and try again.



## POKéBLOCK FEEDERS

There are some curious boxes near several large patches of grass—they're feeders for Pokémon! Put a Pokéblock inside to help attract Pokémon.



### 3 GOODIES

Just a few items here—a **Max Revive** and **Calcium**—but you'll also find **TM22**, **Solarbeam**.



### NOTE

An extremely potent Grass technique, TM22, Solarbeam is **as** strong that it must charge for one turn before it unleashes its full power. Make sure your Pokémon can either survive a turn, **or** have your target asleep, frozen, or otherwise incapacitated before you use this move. Of course, if you hit with it, you probably won't have to worry about any counterattacks!



## WATER ROUTE 125

ABILITIES REQUIRED: SURF  
ITEMS AVAILABLE: None  
NOTABLE POKéMON: None

### 1 TO THE SHOAL CAVE



Since it's located north of Mossdeep City, it is entirely possible to skip this Route altogether. If you do decide to visit, Surf around to battle the Trainers, including a team battle, before you enter the Shoal Cave.

#### TRAINER 1: SWIMMER STAN

POKéMON:

Horsea L35



REWARD: ¥280

#### TRAINER 2: SAILOR ERNEST

POKéMON:

Wingull L35



Tentacool L33



Machop L33



REWARD: ¥1050

#### TRAINER 3: SWIMMER TAYLOR

POKéMON:

Luvdisc L35



REWARD: ¥150

#### TRAINER 4: SWIMMER SHARON

POKéMON:

Goldfish L34



Seaking L33



REWARD: ¥150

#### TRAINER 5: SWIMMER COOPI

POKéMON:

Staryu L34



Wingull L35



REWARD: ¥272



#### TEAM BATTLE: SR. KIM & JR. KIM

POKéMON:

Swablu L34



Nimble L36

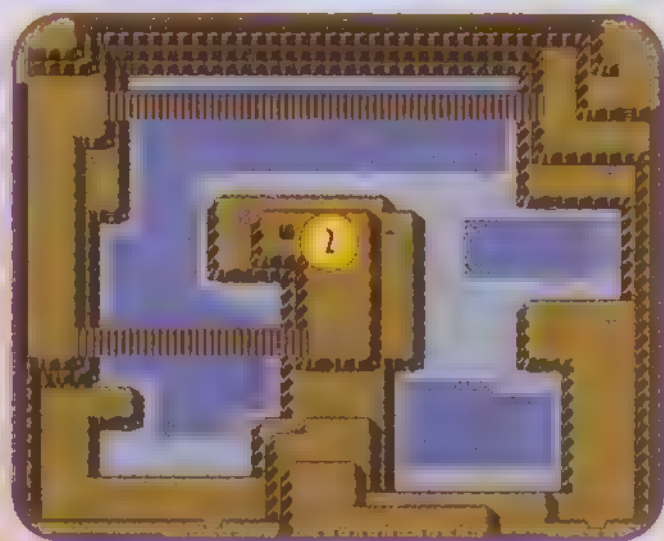
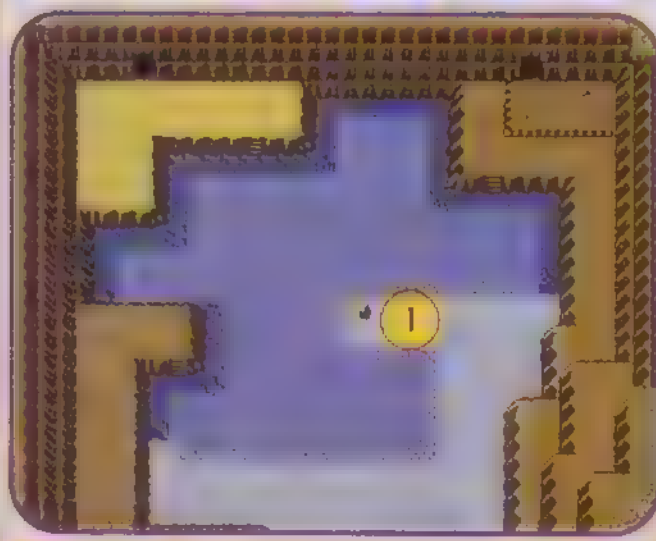


REWARD: ¥1152



## SHOAL CAVE

**ABILITIES REQUIRED:** None  
**ITEMS AVAILABLE:** TM07, Shell Bell, 4 Shoal Shells, 4 Shoal Salts, Rare Candy, Big Pearl  
**NOTABLE POKÉMON:** Snorunt, Glalie



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### NOTE

What's going on here? It's the tide! If the tide is high, you'll be able to explore only the upper reaches of this large cavern complex. Come back in a few hours (real time!). When the tide is low, you can go all the way to the bottom to explore. You need to come during both tides to fully explore, though, as there are some items that you can only acquire during each cycle.

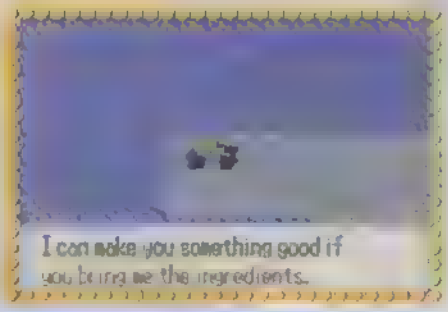
### 1 HIGH TIDE

You won't be able to explore much of the cave while the tide is high, but you can meet a strange old man who wants some Shoal Salts and Shoal Shells. If you bring them back, he'll give you the **Shell Bell**, a held item that will slowly restore a Pokémon's HP in battle! Search the northern cave to find four **Shoal Shells**, **Rare Candy**, and a **Big Pearl**.



### 2 LOW TIDE

You can now fully explore this seaside cavern, and find plenty of items: four **Shoal Salt**, **Ice Heal**, **Nevermeltice**, and at the very bottom **TM07**, Hail. **Nevermeltice** will slightly increase the power of your Pokémon's Ice techniques. The bottom icy area is also an excellent place to search for rare Ice-type Pokémon. Finally, a man just before the bottom will give you the **Focus Band**, an item that can sometimes save your Pokémon from fainting when held.

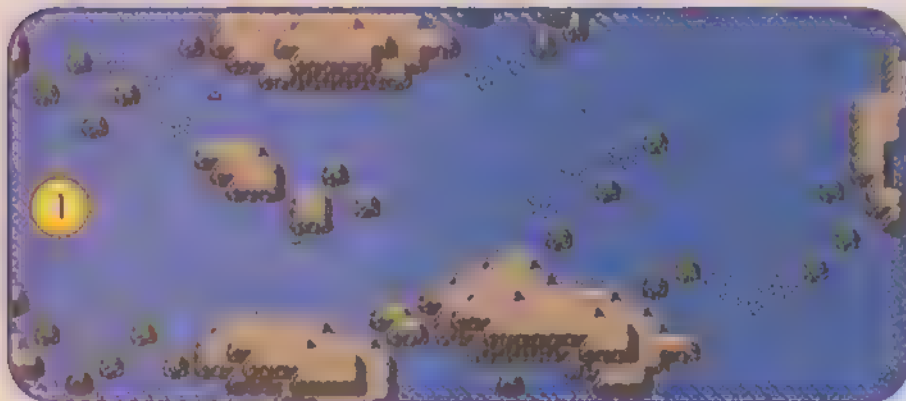


### NOTE

TM07, Hail, is an Ice technique that creates an icy storm in the battle, damaging combatants with Ice-type damage. Think of it as the ice version of Sandstorm. Note that 'weather' techniques will overwrite each other—only the most recent will take effect.

## WATER ROUTE 129

ABILITIES REQUIRED: SURF  
ITEMS AVAILABLE: None  
NOTABLE POKÉMON: None



### TRAINER 1: TRIATHLETE JAMISON

POKÉMON



REWARD:

### TRAINER 2: SWIMMER REED

POKÉMON



REWARD:

### TRAINER 3: SWIMMER TISHI

POKÉMON



REWARD:

### TRAINER 4: TRIATHLETE CHASE

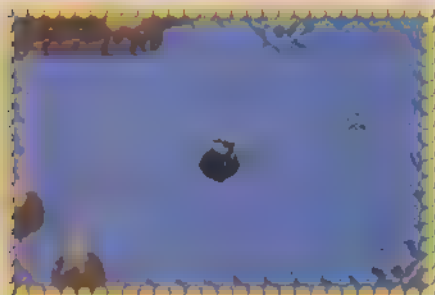
POKÉMON



REWARD:

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## 1 WEST TO PACIFIDLOG TOWN

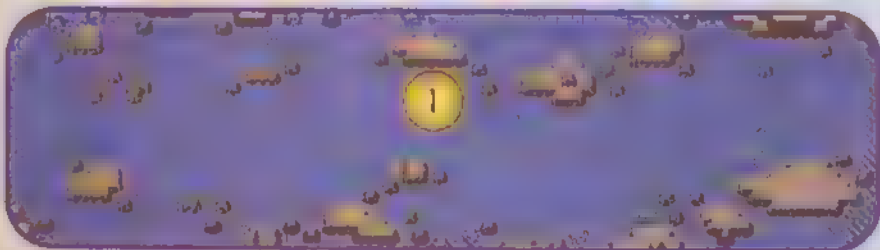


This stretch of water routes from the east to Slateport in the west is an entirely optional portion of your journey. You can either explore it as soon as you encounter it, or skip it, finish the game, and then come back and go through. There's not much here except for a lot of Trainers, but there is a certain tower on Route 131 that shows up only after you've finished the game.



## WATER ROUTE 130

ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: None  
 NOTABLE POKÉMON: None



### TRAINER 1: SWIMMER KATH

POKÉMON

- Magikarp
- Magikarp
- Magikarp

REWARD: ¥20

### TRAINER 2: SWIMMER RODNEY

POKÉMON

- Magikarp
- Magikarp

REWARD: ¥20

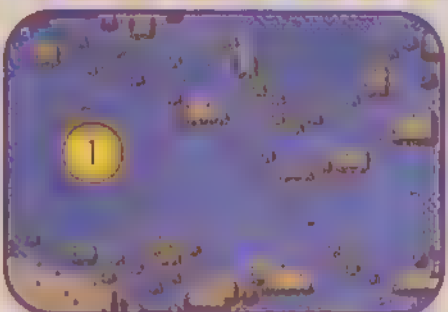
### 1 WESTWARD

There seems to be even less along this route, but perhaps there is more than meets the eye about this area...



## WATER ROUTE 131

ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: None  
 NOTABLE POKÉMON: None



### TRAINER 1: SWIMMER KARA

POKÉMON

- Magikarp

REWARD: ¥20

### TRAINER 2: SWIMMER HERMAN

POKÉMON

- Magikarp
- Magikarp

REWARD: ¥20

### TRAINER 3: SWIMMER SUSIE

POKÉMON

- Magikarp
- Magikarp
- Magikarp

REWARD: ¥20

### TRAINER 4: SWIMMER RICHARD

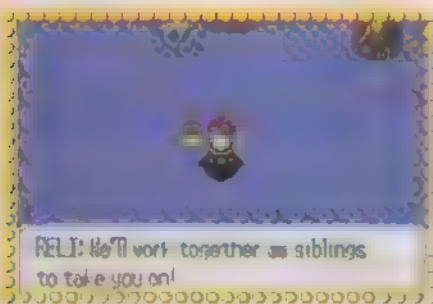
POKÉMON

- Magikarp

REWARD: ¥20



## 1 ON TO TOWN



You're almost to Pacifidlog, but there are four more Trainers and a team battle ahead!

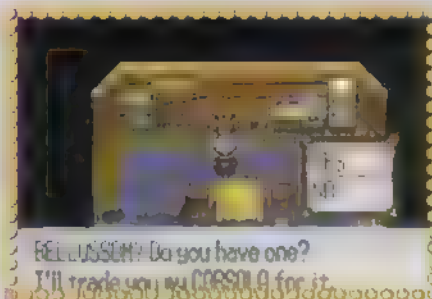


## PACIFIDLOG TOWN

ABILITIES REQUIRED: SURF  
ITEMS AVAILABLE: TM21, TM27  
NOTABLE POKÉMON: None

## 2 TRADING

Talk to a woman in the south-central house, and she'll offer to trade you a Corsola for a Bellossom.



## 1 MYTHS AND LEGENDS

Check out this small floating sea town and you'll hear mention of Mirage Island, a mysterious island east of town that periodically appears and disappears. A set of three ancient Pokémon—Steel, Ice, and Rock—and an enormous Pokémon are soaring in the skies above. There is truth to these rumors!



## 3 POKÉMON FAN CLUB

Well, not quite, but the Chairman's brother lives in the southwest house, and he'll give you TM27, Return. This technique deals more damage the more your Pokémon likes you! You might want to check back with this man in a week or so. Depending on how you treat your Pokémon, you may also get TM21, Frustration, a technique that deals more damage the more your Pokémon dislikes you!



# WATER ROUTE 132

ABILITIES REQUIRED: SURF  
 ITEMS AVAILABLE: Rare Candy  
 NOTABLE POKEMON: None



## 1 CURRENTS!

Don't be surprised if you zip through all three of these routes very quickly. The tide will carry you along at a brisk pace, so you'll have to make multiple runs through if you want to face all the Trainers and grab every item. You can find a **Rare Candy** on this Route.

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### TRAINER 1: SWIMMER DANA

POKEMON	
Level	10
Item	None
REWARD	1200

### TRAINER 2: BLACK BELT KYO

POKEMON	
Level	10
Item	None
REWARD	1000

### TRAINER 3: SWIMMER GILBERT

POKEMON	
Level	10
Item	None
REWARD	1200

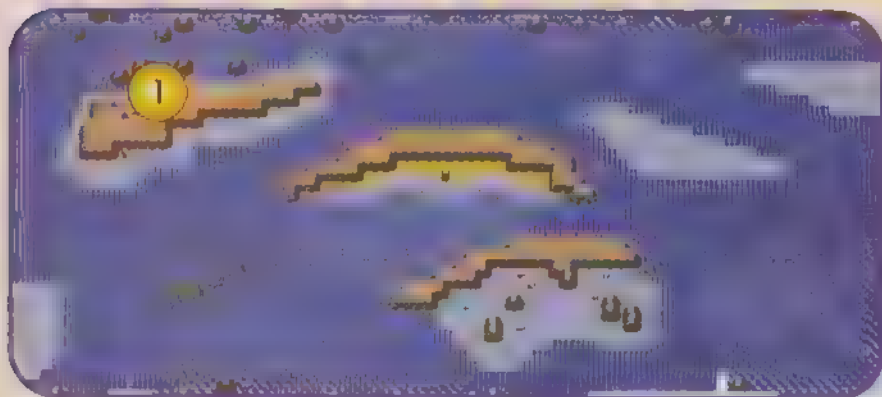
### TRAINER 4: FISHERMAN RONALD

POKEMON	
Level	10
Item	None
REWARD	1000



## WATER ROUTE 133

ABILITIES REQUIRED: SURF  
ITEMS AVAILABLE: Star Piece  
NOTABLE POKéMON: None



1

### TRAINER BATTLES

There are a lot of Trainers on this route, and you can also pick up a Star Piece.



#### TRAINER 1: SWIMMER DEBRA

POKéMON:

Golddeen L34



Seaking L34



REWARD:

#### TRAINER 4: SWIMMER FRANKLIN

POKéMON:

Tentacool L34



Sealeo L34



REWARD: ¥272

#### TRAINER 2: SWIMMER LINDA

POKéMON:

Horsea L34



Seadra L34

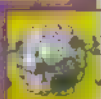


REWARD: ¥272

#### TRAINER 5: COOLTRAINER WARREN

POKéMON:

Graveler L34



Ludicolo L34



Magcargo L34



REWARD: ¥1632

#### TRAINER 3: BIRD KEEPER BECK

POKéMON:

Poliwhip L34



Poliwhip L34



REWARD: ¥1088

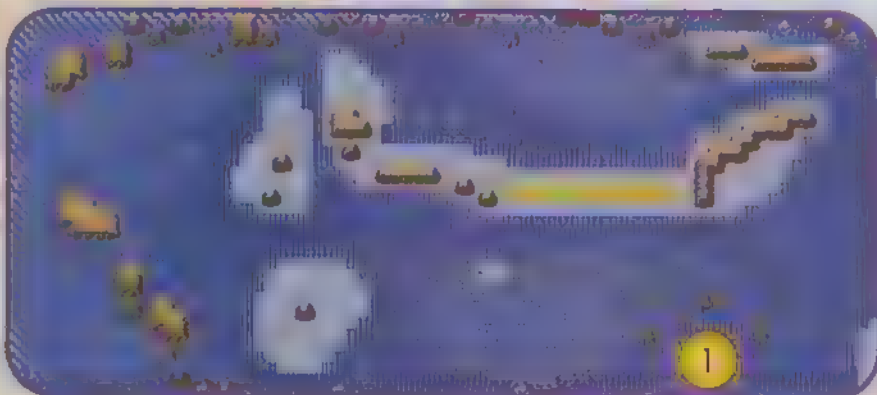


# WATER ROUTE 134

ABILITIES REQUIRED: SURF, DIVE

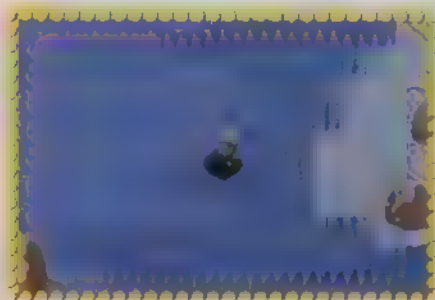
ITEMS AVAILABLE: None

NOTABLE POKÉMON: None



## 1 IN THE DEEP

There are more Trainers here, so it will take you a while to battle them all. More importantly, there is also a secret waiting for you in this area. There's a place where you can Dive in the southeast part of this Route. Make it there, then flip over to the Regi section on the following page.



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### TRAINER 1: BIRD KEEPER ALAN

POKÉMON



Level 11



Level 11



Level 11



REWARD: \$1024

### TRAINER 3: SWIMMER LAUREL

POKÉMON

Level 11



Level 11



Level 11



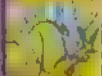
REWARD: \$204

### TRAINER 2: SWIMMER JACK

POKÉMON



Level 11



REWARD: \$270

### TRAINER 4: BLACK BELT HITOSHII

POKÉMON

Level 11



Level 11



REWARD: \$1500

### TRAINER 5: DRAGON Tamer ALAN

POKÉMON

Level 11



REWARD: \$1000

# POST-POKÉMON LEAGUE AREAS

## THE SKY PILLAR

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: None  
NOTABLE POKÉMON: Rayquaza

### 1 TO THE TOWER

After you have defeated the Pokémon League, head east from Pacifidlog Town onto Route 131, and check the northern edge as you go along. You'll eventually find a gap that will lead you to an island. Land on the island, then enter the small cave and run through to get onto the top of the island. You will find an immense tower here, the Sky Pillar!



### 2 INSIDE THE PILLAR

To reach the top, you'll need your Mach Bike, some patience, and a bit of skill. All you have to do is ride all the way to the top—easier said than done, since a mistake will send you down a floor. Keep at it, and eventually you'll reach the precipice.



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### 3 ATOP THE PILLAR



And why go to all this effort? Because there is something waiting for you on the top of the Sky Pillar—the immense flying Pokémon, Rayquaza! Good luck. If you decided to save your Master Ball, this would be another good time to use it; otherwise, you'll need to throw a lot of Ultra Balls and hope you get lucky. Remember to save your game just before you get in the battle—you don't want to miss your chance to catch this one-of-a-kind Pokémon!

## THE REGI

### 1 REGI?

Yup... ancient creatures, long and hidden, but you can find them. To do so, head to the southeast part of Route 134, and dive into the water. Within, you will find a cave. Walk to the top-center of the room and use Dig to break through. In the next room, you must do something strange: Put a Relicanth in front of your party, and a Wailord in the last spot. Walk to the top of the room and read the center script on the stone. You'll trigger an earthquake. You can Fish up a Wailmer to evolve in Route 122, and find a Relicanth outside Sootopolis in the underwater grass (rarely, but it is there). Now you've unlocked the three Regi!

SAPPHIRE  
VERSION

What is that script? It's Braille, a set of characters designed for the blind. Assuming you want to figure out this little puzzle yourself, you'll need to do some translation.

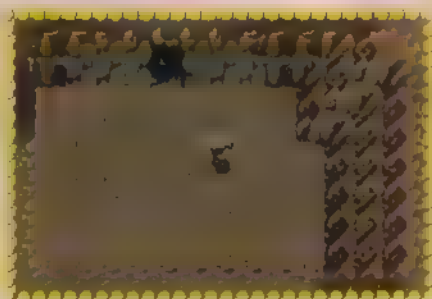
## 2 REGISTEEL

148



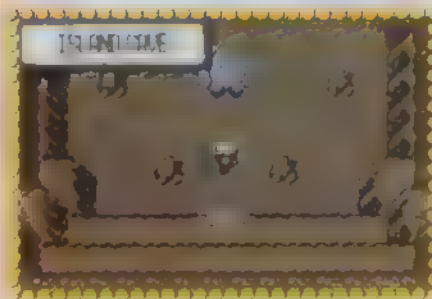
### 3 REGIROCK

Fly to Lavaridge, hop down the mountain, and enter the desert. In the southern part of the desert, you'll find another mountain. Enter, walk up to the center tile at the top of the room, go three steps down and two steps right, and then use Strength to open the passage to Regirock.



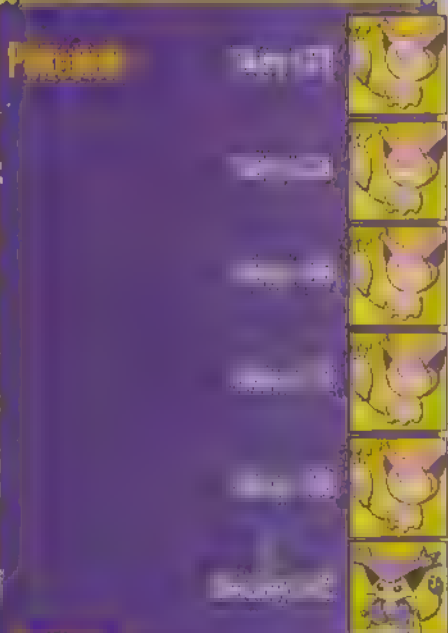
## 4 REGICE

**In Route 105, there's an island on the west side that has a mountain on it—go there, enter, and stand in front of the center tile on the north wall. Press the A Button and wait! Really, don't move at all. Be patient, and the entrance to Regice's room will open.**



# S.S. TIDAL

ABILITIES REQUIRED: None  
ITEMS AVAILABLE: Leftovers, TM49  
NOTABLE POKEMON: None

**TRAINER: POKERBY COTTON**

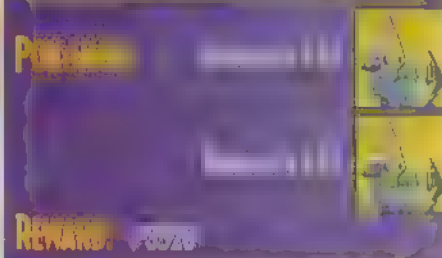
## TRAINER 2: LADY ANETTI



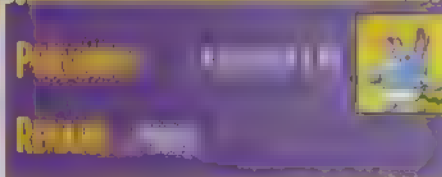
## TRAINER'S GENTLEMAN THOMAS



## TRAINER 4: GENTLEMAN THUNDER



### TRAINER 5: RICH BOY GAMING





## TRAINER 6: SAILOR PHILIP

POKÉMON



REWARD

## 1 IT'S COMPLETE!

Finally, you can travel on the S.S. Tidal! This vessel can take you back and forth from Slateport City and Lilycove City, which is convenient. More interestingly, however, it can also drop you off at an entirely new destination, the Battle Tower!

## 2 ON THE SHIP

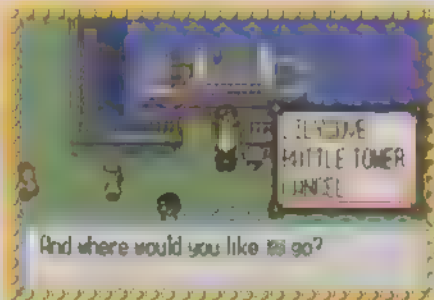
You can actually explore the ship a bit while you travel, take a look around to fight a few Trainers, and even find a few items, including **Leftovers** in the northwest pot down in the storage area! **TM49**, **Snatch**, is given to you by a man in one of the cabins.

## TRAINER 7: SAILOR LEONARD

POKÉMON



REWARD



## NOTE

Leftovers is a very nice Pokémon field item that will heal your Pokémon each round of battle!

## NOTE

Snatch is a fun move, stealing your opponent's technique for the round and using it against him!

## 3 DOUBLE TROUBLE

Yes, there's another team battle for you in the southwestern cabin.

## TEAM BATTLE: LEA & JED

POKÉMON



REWARD



## 4 REST UP

Check the bed in the room, right next to Lea & Jed, and you can rest your Pokémon.

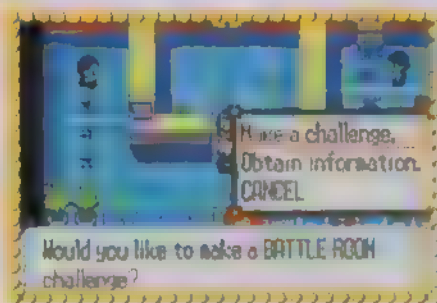


# BATTLE TOWER

## TO BATTLE

Short of playing Pokémon with your friends, this is the toughest challenge you will face in the entire game. You can choose either a Level 50 or a Level 100 challenge. Pick three Pokémon, and then face seven Trainers in a row. Your winning streak will be recorded, and you will earn items for long streaks. Win 50 consecutive battles and you'll get a Silver Shield, and it will be noted on your Trainer Card! Pokémon Ribbons are awarded after 56 wins and you earn a Gold Shield for 100 wins. Good luck—you're going to need it. Oh, one other thing—no super Pokémon (Kyogre, Groudon, and Rayquaza) allowed here! You can use only Hold items and you must use a different Hold item on each Pokémon, so this is going to be a test of your Pokémon raising and fighting skills, not the strength of a few individual Pokémon.

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# LATIOS AND LATIAS

## THAT NEWS REPORT...

Just after you finish the game, there's an interesting piece of news playing on the TV downstairs in your home. What is it about exactly? A certain, one-of-a-kind Pokémon is now loose in Hoenn, and it is very difficult to catch. It will show up randomly all over the land in patches of grass, and you've got just once chance to catch it. Don't plan on finding it right away, just spend some time playing as you normally would, and you'll eventually run across it now and again. What Pokémon is it? That depends on which game you're playing. For Ruby players, Latios is the one to catch; for Sapphire, Latias patrols the skies.

# POKÉMON EXTRAS

There's a whole lot out there in the land of Hoenn, and this chapter has plenty of goodies for you to look over.

## THE POKÉMON LIBRARY

This table provides a full listing of essential Pokémon information for your reference in combat. Anytime you're uncertain on a Pokémon's type, check here, then use our Combat Chart to select your best possible Pokémon and attacks.

#	NAME	HT.	WT.	TYPE	CATEGORY	#	NAME	HT.	WT.	TYPE	CATEGORY
1	TREECKO	1'8"	11	GRASS	WOOD GECKO	29	RALTS	1'4"	15	PSYCHIC	FEELING
2	GROVYLE	2'11"	48	GRASS	WOOD GECKO	30	KIRLIA	2'7"	45	PSYCHIC	EMOTION
3	SCEPTILE	5'7"	115	GRASS	FOREST	31	GARDEVOIR	5'3"	107	PSYCHIC	EMBRACE
4	TORCHIC	1'4"	6	FIRE	CHICK	32	SURSKIT	1'8"	4	BUG/WATER	POND SKATER
5	COMBUSKEN	2'11"	43	FIRE/FIGHTING	YOUNG FOWL	33	MASQUERAIN	2'7"	8	BUG/FLYING	EYEBALL
6	BLAZIKEN	6'3"	115	FIRE/FIGHTING	BLAZE	34	SHROOMISH	1'4"	10	GRASS	MUSHROOM
7	MUDKIP	1'4"	17	WATER	MUD FISH	35	BRELOOM	3'11"	86	GRASS/FIGHTING	MUSHROOM
8	MARSHTOMP	2'4"	62	WATER/GROUND	MUD FISH	36	SLAKOTH	2'7"	53	NORMAL	SLACKER
9	SWAMPERT	4'11"	181	WATER/GROUND	MUD FISH	37	VIGOROTH	4'7"	103	NORMAL	WILD MONKEY
10	POOCHYENA	1'8"	30	DARK	BITE	38	SLAKING	6'7"	288	NORMAL	LAZY
11	MIGHTYENA	3'3"	82	DARK	BITE	39	ABRA	2'11"	43	PSYCHIC	PSI
12	ZIGZAGOON	1'4"	39	NORMAL	TINYRACCOON	40	KADABRA	4'3"	125	PSYCHIC	PSI
13	LINOONE	1'8"	72	NORMAL	RUSHING	41	ALAKAZAM	4'11"	106	PSYCHIC	PSI
14	WURMPLE	1'0"	8	BUG	WORM	42	NINCADA	1'8"	12	BUG/GROUND	TRAINEE
15	SILCOON	2'0"	22	BUG	COCOON	43	NINJASK	2'7"	26	BUG/FLYING	NINJA
16	BEAUTIFLY	3'3"	63	BUG/FLYING	BUTTERFLY	44	SHEDINJA	2'7"	3	BUG/GHOST	SHED
17	CASCOON	2'4"	25	BUG	COCOON	45	WHISMUR	2'0"	36	NORMAL	WHISPER
18	DUSTOX	3'11"	70	BUG/POISON	POISON MOTH	46	LOUDRED	3'3"	89	NORMAL	BIG VOICE
19	LOTAD	1'8"	6	WATER/GRASS	WATER WEED	47	EXPLOUD	4'11"	185	NORMAL	LOUD NOISE
20	LOMBRE	3'11"	72	WATER/GRASS	JOLLY	48	MAKUHITA	3'3"	191	FIGHTING	GUTS
21	LUDICOLO	4'11"	121	WATER/GRASS	CAREFREE	49	HARIYAMA	7'7"	560	FIGHTING	ARM THRUST
22	SEEDOT	1'8"	9	GRASS	ACORN	50	GOLDEEN	2'0"	11	WATER	GOLDFISH
23	NUZLEAF	3'3"	62	GRASS/DARK	WILY	51	SEAKING	4'3"	86	WATER	GOLDFISH
24	SHIFTRY	4'3"	131	GRASS/DARK	WICKED	52	MAGIKARP	2'11"	22	WATER	FISH
25	TAILLOW	1'0"	5	NORMAL/FLYING	TINYSWALLOW	53	GYARADOS	21'4"	518	WATER/FLYING	ATROCIOUS
26	SWELLOW	2'4"	44	NORMAL/FLYING	SWALLOW	54	AZURILL	0'8"	4	NORMAL	POLKA DOT
27	WINGULL	2'0"	21	WATER/FLYING	SEAGULL	55	MARILL	1'4"	19	WATER	AQUA MOUSE
28	PELIPPER	3'11"	62	WATER/FLYING	WATER BIRD	56	AZUMARILL	2'7"	11	WATER	AQUA RABBIT



#	NAME	HT.	WT.	TYPE	CATEGORY	#	NAME	HT.	WT.	TYPE	CATEGORY
57	GEODUDE	1'4"	44	ROCK/GROUND	ROCK	94	ROSELIA	1'0"	4	GRASS/POISON	THORN
58	GRAVELER	3'3"	232	ROCK/GROUND	ROCK	95	GULPIN	1'4"	23	POISON	STOMACH
59	GOLEM	4'7"	662	ROCK/GROUND	MEGATON	96	SWALOT	5'7"	176	POISON	POISON BAG
60	NOSEPASS	3'3"	214	ROCK	COMPASS	97	CARVANHA	2'7"	46	WATER/DARK	SAVAGE
61	SKITTY	2'0"	24	NORMAL	KITTEN	98	SHARPEDO	5'11"	196	WATER/DARK	BRUTAL
62	DELICATTY	3'7"	72	NORMAL	PRIM	99	WAILMER	6'7"	287	WATER	BALL WHALE
63	ZUBAT	2'7"	17	POISON/FLYING	BAT	100	WAILORD	4'7"	878	WATER	FLOAT WHALE
64	GOLBAT	5'3"	121	POISON/FLYING	BAT	101	NUMEL	2'4"	53	FIRE/GROUND	NUMB
65	CROBAT	5'11"	165	POISON/FLYING	BAT	102	CAMERUPT	6'3"	485	FIRE/GROUND	ERUPTION
66	TENTACOO	2'11"	100	WATER/POISON	JELLYFISH	103	SLUGMA	2'4"	77	FIRE	LAVA
67	TENTACRUEL	5'3"	121	WATER/POISON	JELLYFISH	104	MAGCARGO	2'7"	121	FIRE/ROCK	LAVA
68	SABLEYE	1'8"	24	DARK/GHOST	DARKNESS	105	TORKOAL	1'8"	177	FIRE	COAL
69	MAWILE	2'0"	25	STEEL	DECEIVER	106	GRIMER	2'11"	66	POISON	SLUDGE
70	ARON	1'4"	132	STEEL/ROCK	IRON ARMOR	107	MUK	3'11"	66	POISON	SLUDGE
71	LAIRON	2'11"	265	STEEL/ROCK	IRON ARMOR	108	KOFFING	2'0"	2	POISON	POISON GAS
72	AGGRON	6'11"	794	STEEL/ROCK	IRON ARMOR	109	WEEZING	3'11"	21	POISON	POISON GAS
73	MACHOP	2'7"	43	FIGHTING	SUPERPOWER	110	SPOINK	2'4"	67	PSYCHIC	BOUNCE
74	MACHOKE	4'11"	155	FIGHTING	SUPERPOWER	111	GRUMPIG	2'11"	158	PSYCHIC	MANIPULATE
75	MACHAMP	5'3"	287	FIGHTING	SUPERPOWER	112	SABDSHREW	2'0"	26	GROUND	MOUSE
76	MEDITITE	2'0"	25	FIGHTING/PSYCHIC	MEDITATE	113	SANDSLASH	3'3"	65	GROUND	MOUSE
77	MEDICHAM	4'3"	69	FIGHTING/PSYCHIC	MEDITATE	114	SPINDA	3'7"	11	NORMAL	SPOT PANDA
78	ELECTRIKE	2'0"	34	ELECTRIC	LIGHTNING	115	SKARMORY	5'7"	111	STEEL/FLYING	ARMOR BIRD
79	MANECTRIC	4'11"	■	ELECTRIC	DISCHARGE	116	TRAPINCH	2'4"	33	GROUND	ANT PIT
80	PLUSLE	1'4"	9	ELECTRIC	CHEERING	117	VIBRAVA	3'7"	34	GROUND/DAGON	VIBRATION
81	MINUN	1'4"	9	ELECTRIC	CHEERING	118	FLYGON	6'7"	181	GROUND/DAGON	MYSTIC
82	MAGNEMITE	1'0"	13	ELECTRIC/STEEL	MAGNET	119	CACNEA	1'4"	113	GRASS	CACTUS
83	MAGNETON	3'3"	132	ELECTRIC/STEEL	MAGNET	120	CACTURNE	4'3"	171	GRASS/DARK	SCARECROW
84	VOLTORB	1'8"	23	ELECTRIC	BALL	121	SWABLU	1'4"	3	NORMAL/FLYING	COTTON BIRD
85	ELECTRODE	3'11"	147	ELECTRIC	BALL	122	ALTARIA	3'7"	45	DRAGON/FLYING	HUMMING
86	VOLBEAT	2'4"	39	BUG	FIREFLY	123	ZANGOOSE	4'3"	89	NORMAL	CAT FERRET
87	ILLUMISE	2'0"	39	BUG	FIREFLY	124	SEVIPER	8'10"	116	POISON	FANG SNAKE
88	ODDISH	1'8"	12	GRASS/POISON	WEED	125	LUNATONE	3'3"	370	ROCK/PSYCHIC	METEORITE
89	GLOOM	2'7"	19	GRASS/POISON	WEED	126	SOLROCK	3'11"	340	ROCK/PSYCHIC	METEORITE
90	VILEPLUME	3'11"	41	GRASS/POISON	FLOWER	127	BARBOACH	1'4"	4	WATER/GROUND	WHISKERS
91	BELLOSSOM	1'4"	13	GRASS	FLOWER	128	WHISCASH	2'11"	52	WATER/GROUND	WHISKERS
92	CODUO	4'7"	86	NORMAL/FLYING	TWIN BIRD	129	CORPHISH	2'0"	25	WATER	RUFFIAN
93	DODRIO	5'11"	188	NORMAL/FLYING	TRIPLE BIRD	130	CRAWDAUNT	3'7"	72	WATER/DARK	ROGUE

#	NAME	HT.	WT.	TYPE	CATEGORY	#	NAME	HT.	WT.	TYPE	CATEGORY
131	BALTOY	1'8"	47	GROUND/PSYCHIC	CLAY DOLL	168	HERACROSS	4'11"	119	BUG/FIGHTING	SINGLE HORN
132	CLAYDOL	4'11"	238	GROUND/PSYCHIC	CLAY DOLL	169	RHYHORN	3'3"	254	GROUND/ROCK	SPIKES
133	LILEEP	3'3"	52	ROCK/GRASS	SEA LILY	170	RHYDON	6'3"	265	GROUND/ROCK	DRILL
134	CRADILY	4'11"	133	ROCK/GRASS	BARNACLE	171	SNORUNT	2'4"	37	ICE	SNOW HAT
135	ANORITH	2'4"	88	ROCK/BUG	OLD SHRIMP	172	GLALIE	4'11"	566	ICE	FACE
136	ARMALDO	4'11"	150	ROCK/BUG	PLATE	173	SPHEAL	2'7"	87	ICE/WATER	CLAP
137	IGGLYBUFF	1'0"	2	NORMAL	BALLOON	174	SEALEO	3'7"	193	ICE/WATER	BALL ROLL
138	JIGGLYPUFF	1'8"	12	NORMAL	BALLOON	175	WALREIN	4'7"	332	ICE/WATER	ICE BREAK
139	WIGGLYTUFF	3'3"	26	NORMAL	BALLOON	176	CLAMPERL	1'4"	116	WATER	BIVALVE
140	FEebas	2'0"	16	WATER	FISH	177	HUNTAIL	5'7"	60	WATER	DEEP SEA
141	MILOTIC	2'0'4"	357	WATER	TENDER	178	GOREBYSS	5'11"	50	WATER	SOUTH SEA
142	CASTFORM	1'0"	2	NORMAL	WEATHER	179	RELICANTH	3'3"	52	WATER/ROCK	LONGEVITY
143	STARU	2'7"	76	WATER	STAR SHAPE	180	CORSOLA	2'0"	11	WATER/ROCK	CORAL
144	STARMI	3'7"	176	WATER/PSYCHIC	MYSTERIOUS	181	CHINCHOU	1'8"	26	ELECTRIC/WATER	ANGLER
145	KECLEON	3'3"	49	NORMAL	COLOR SWAP	182	LANTURN	3'11"	50	ELECTRIC/WATER	LIGHT
146	SHUPPET	2'0"	5	GHOST	PUPPET	183	LUVDISC	2'0"	19	WATER	RENDEZVOUS
147	BANETTE	3'7"	88	GHOST	MARIONETTE	184	HORSEA	1'4"	18	WATER	DRAGON
148	DUSKULL	2'7"	33	GHOST	REQUIEM	185	SEADRA	3'11"	55	WATER	DRAGON
149	DUSCLOPS	5'3"	67	GHOST	BECKON	186	KINGDRA	5'11"	335	WATER/DRAGON	DRAGON
150	TROPIUS	6'7"	221	GRASS/FLYING	FRUIT	187	BAGON	2'0"	88	DRAGON	ROCK HEAD
151	CHIMECHO	2'0"	2	PSYCHIC	WIND CHIME	188	SHELGON	3'7"	244	DRAGON	ENDURANCE
152	ABSOL	3'11"	104	DARK	DISASTER	189	SALAMENCE	4'11"	226	DRAGON/FLYING	DRAGON
153	VULPIX	2'0"	22	FIRE	FOX	190	BELDUM	2'0"	210	STEEL/PSYCHIC	IRON BALL
154	NINETALES	3'7"	44	FIRE	FOX	191	METANG	3'11"	447	STEEL/PSYCHIC	IRON CLAW
155	PICHU	1'0"	4	ELECTRIC	TINY MOUSE	192	METAGROSS	5'3"	1213	STEEL/PSYCHIC	IRON LEG
156	PIKACHU	1'4"	13	ELECTRIC	MOUSE	193	REGIROCK	5'7"	507	ROCK	ROCK PEAK
157	RAICHU	2'7"	66	ELECTRIC	MOUSE	194	REGICE	5'11"	386	ICE	ICEBERG
158	PSYDUCK	2'7"	43	WATER	DUCK	195	REGISTEEL	6'3"	452	STEEL	IRON
159	GOLDDUCK	5'7"	169	WATER	DUCK	196	LATIAS	4'7"	88	DRAGON/PSYCHIC	EON
160	WYNAUT	2'0"	31	PSYCHIC	BRIGHT	197	LATIOS	6'7"	132	DRAGON/PSYCHIC	EON
161	WOBBUFFET	4'3"	63	PSYCHIC	PATIENT	198	KYOGRE	14'9"	776	WATER	SEA BASIN
162	NATU	0'8"	4	PSYCHIC/FLYING	TINY BIRD	199	GROUDON	11'6"	2095	GROUND	CONTINENT
163	XATU	4'11"	33	PSYCHIC/FLYING	MYSTIC	200	RAYQUAZA	23'0"	455	DRAGON/FLYING	SKY HIGH
164	GIRAFARIG	4'11"	92	NORMAL/PSYCHIC	LONG NECK						
165	PHANPY	1'8"	74	GROUND	LONG NOSE						
166	DONPHAN	3'7"	265	GROUND	ARMOR						
167	PINSIR	4'11"	121	BUG	STAG BEETLE						



## ABILITIES

Pokémon now each have a special Ability that activates during battle. Additional Pokémon Gym information is covered in our Trainer Basics chapter.

#	ABILITY	#	ABILITY	#	ABILITY	#	ABILITY
1	STENCH	21	SUCTION CUPS	41	MAGMA ARMOR	61	STICKY HOLD
2	DRIZZLE	22	INTIMIDATE	42	WATER VEIL	62	SHED SKIN
3	SPEED BOOST	23	SHADOW TAG	43	MAGNET PULL	63	GUTS
4	BATTLE ARMOR	24	ROUGH SKIN	44	SOUNDPROOF	64	MARVEL SCALE
5	STURDY	25	SHAPE SHIFT	45	RAIN DISH	65	LIQUID Ooze
6	DAMP	26	WONDER GUARD	46	SAND STREAM	66	OVERGROW
7	LIMBER	27	LEVITATE	47	PRESSURE	67	BLAZE
8	SAND VEIL	28	EFFECT SPORE	48	THICK FAT	68	TORRENT
9	STATIC	29	SYNCHRONIZE	49	EARLY BIRD	69	SWARM
10	VOLT ABSORB	30	CLEAR BODY	50	FLAME BODY	70	ROCK HEAD
11	WATER ABSORB	31	NATURAL CURE	51	RUN AWAY	71	DROUGHT
12	OBVIOUS	32	LIGHTNINGROD	52	KEEN EYE	72	ARENA TRAP
13	CLOUD NINE	33	SERENE GRACE	53	HYPER CUTTER	73	VITAL SPIRIT
14	COMPOUNDEYES	34	SWIFT SWIM	54	PICKUP	74	WHITE SMOKE
15	INSOMNIA	35	CHLOROPHYLL	55	TRUANT	75	PURE POWER
16	COLOR CHANGE	36	ILLUMINATE	56	HUSTLE	76	SHELL ARMOR
17	IMMUNITY	37	TRACE	57	CUTE CHARM	77	CACOPHONY
18	FLASH FIRE	38	HUGE POWER	58	PLUS	78	LOCK
19	SHIELD DUST	39	POISON POINT	59	MINUS		
20	OWN TEMPO	40	INNER FOCUS	60	FORECAST		

## CHARACTERISTICS

Every Pokémon has a certain Characteristic—a personality of sorts. These Characteristics also have a very minor effect on Pokémon statistics, increasing and decreasing them very slightly.

#	CHARACTERISTIC
1	ADAMANT
2	RASH
3	TIMID
4	CALM
5	MILD
6	GENTLE
7	HARDY
8	QUIRKY
9	LONELY
10	CAREFUL
11	DOCILE
12	BOLD
13	HASTY
14	BASHFUL
15	SASSY
16	LAX
17	RELAXED
18	MODEST
19	SERIOUS
20	NAIVE
21	NAUGHTY
22	BRAVE
23	JOLLY
24	QUIET
25	IMPISH

## BERRIES

Berries are extremely useful for their effects, both in and out of combat, as well as their ability to be made into Pokéblocks, which you can then feed to your Pokémon to train them for the Pokémon Contests. You can also use Pokéblocks in the Safari Zone to aid in the capture of rare Pokémon.

#	BERRY	#	BERRY
1	CHERI BERRY	22	KELPSY BERRY
2	CHESTO BERRY	23	QUALOT BERRY
3	PECHA BERRY	24	HONDEW BERRY
4	RAWST BERRY	25	GREPA BERRY
5	ASPEAR BERRY	26	TAMATO BERRY
6	LEPPA BERRY	27	CORNN BERRY
7	ORAN BERRY	28	MAGOST BERRY
8	PERSIM BERRY	29	RABUTA BERRY
9	LUM BERRY	30	NOMEL BERRY
10	SITRUS BERRY	31	SPELON BERRY
11	FIGY BERRY	32	PAMTRE BERRY
12	WIKI BERRY	33	WATMEL BERRY
13	MAGO BERRY	34	OURIN BERRY
14	AGUAV BERRY	35	BELUE BERRY
15	IAPAPA BERRY	36	LIECHI BERRY
16	RAZZ BERRY	37	GANLON BERRY
17	BLUK BERRY	38	SALAC BERRY
18	MANAB BERRY	39	PETAYA BERRY
19	WEPEAR BERRY	40	APICOT BERRY
20	PINAP BERRY	41	LANSAT BERRY
21	POMEK BERRY	42	STARF BERRY
		43	ENIGMA BERRY

## POKé BALLS

There are many different Poké Balls available in the land of Hoenn, including the single Master Ball that you can find in your enemy team's base.

#	POKé BALL
1	NET BALL
2	DIVE BALL
3	NEST BALL
4	REPEAT BALL
5	TIMER BALL
6	LUXURY BALL
7	PREMIER BALL
8	MASTER BALL

## MAIL

If you like to play Pokémon with your friends and trade a lot, you can use Mail to send messages along with traded Pokémon.

#	TYPE
1	ORANGE MAIL
2	HARBOR MAIL
3	GLITTER MAIL
4	MECH MAIL
5	WOOD MAIL
6	WAVE MAIL
7	BEAD MAIL
8	SHADOW MAIL
9	TROPIC MAIL
10	DREAM MAIL
11	FAB MAIL
12	RETRO MAIL



## HIDDEN MACHINES

Hidden Machines are located throughout the game, and each one allows you access to new areas, as well as being a usable (and often useful!) move in combat.

HM#	HIDDEN MACHINE
01	CUT
02	FLY
03	SURF
04	STRENGTH
05	FLASH
06	ROCK SMASH
07	WATERFALL
08	DIVE

## DECORATIONS

The many decorations available to you can all be used in your Secret Base, which you can establish wherever you decide—in a tree, a cave, or anywhere in the land of Hoenn!

#	DECORATION	#	DECORATION	#	DECORATION	#	DECORATION
1	SMALL DESK	34	SLIDE	67	GREEN POSTER	100	SEEDOT DOLL
2	POKÉMON DESK	35	FENCE LENGTH	68	RED POSTER	101	PIKA CUSHION
3	HEAVY DESK	36	FENCE WIDTH	69	BLUE POSTER	102	ROUND CUSHION
4	RAGGED DESK	37	TIRE	70	CUTE POSTER	103	KISS CUSHION
5	COMFORT DESK	38	STAND	71	PIKA POSTER	104	ZIGZAG CUSHION
6	PRETTY DESK	39	MUD BALL	72	LONG POSTER	105	SPIN CUSHION
7	BRICK DESK	40	BREAKABLE DOOR	73	SEA POSTER	106	DIAMOND CUSHION
8	CAMP DESK	41	SAND ORNAMENT	74	SKY POSTER	107	BALL CUSHION
9	HARD DESK	42	SILVER SHIELD	75	KISS POSTER	108	GRASS CUSHION
10	SMALL CHAIR	43	GOLD SHIELD	76	PICHU DOLL	109	FIRE CUSHION
11	POKÉMON CHAIR	44	GLASS ORNAMENT	77	PIKACHU DOLL	110	WATER CUSHION
12	HEAVY CHAIR	45	TV	78	MARILL DOLL	111	SNORLAX DOLL
13	PRETTY CHAIR	46	ROUND TV	79	TOGEPI DOLL	112	RHYDON DOLL
14	COMFORT CHAIR	47	CUTE TV	80	CYNDAQUIL DOLL	113	LAPRAS DOLL
15	RAGGED CHAIR	48	GLITTER MAT	81	CHIKORITA DOLL	114	VENUSAUR DOLL
16	BRICK CHAIR	49	JUMP MAT	82	TOTODILE DOLL	115	CHARIZARD DOLL
17	CAMP CHAIR	50	SPIN MAT	83	JIGGLYPUFF DOLL	116	BLASTOISE DOLL
18	HARD CHAIR	51	C Low NOTE MAT	84	MEOWTH DOLL	117	WAILMER DOLL
19	RED PLANT	52	D NOTE MAT	85	CLEFAIRY DOLL	118	REGIROCK DOLL
20	TROPICAL PLANT	53	E NOTE MAT	86	DITTO DOLL	119	REGICE DOLL
21	PRETTY FLOWER	54	F NOTE MAT	87	SMOOCHEUM DOLL	120	REGISTEEL DOLL
22	COLORFUL PLANT	55	G NOTE MAT	88	TREECKO DOLL	121	CHAIR
23	BIG PLANT	56	A NOTE MAT	89	TORCHIC DOLL	122	DESK
24	GORGEOUS PLANT	57	B NOTE MAT	90	MUDKIP DOLL	123	PLANT
25	RED BRICK	58	C High NOTE MAT	91	DUSKULL DOLL	124	ORNAMENT
26	YELLOW BRICK	59	SURF MAT	92	WYNAUT DOLL	125	MAT
27	BLUE BRICK	60	THUNDER MAT	93	BALTOY DOLL	126	POSTER
28	RED BALLOON	61	FIRE BLAST MAT	94	KECLEON DOLL	127	DOLL
29	BLUE BALLOON	62	POWDER SNOW MAT	95	AZURILL DOLL	128	CUSHION
30	YELLOW BALLOON	63	ATTRACT MAT	96	SKITTY DOLL	129	GLASS DESK
31	RED TENT	64	FISSURE MAT	97	SWABLU DOLL	130	GLASS CHAIR
32	BLUE TENT	65	SPIKES MAT	98	GULPIN DOLL		
33	SOLID BOARD	66	BALL POSTER	99	LOTAD DOLL		

## FLUTES

There are five different glass flutes available in the game, each with its own magical power. Here is a list of what they do.

### FLUTE

Blue Flute  
Yellow Flute  
Red Flute  
Black Flute  
White Flute

### POWER

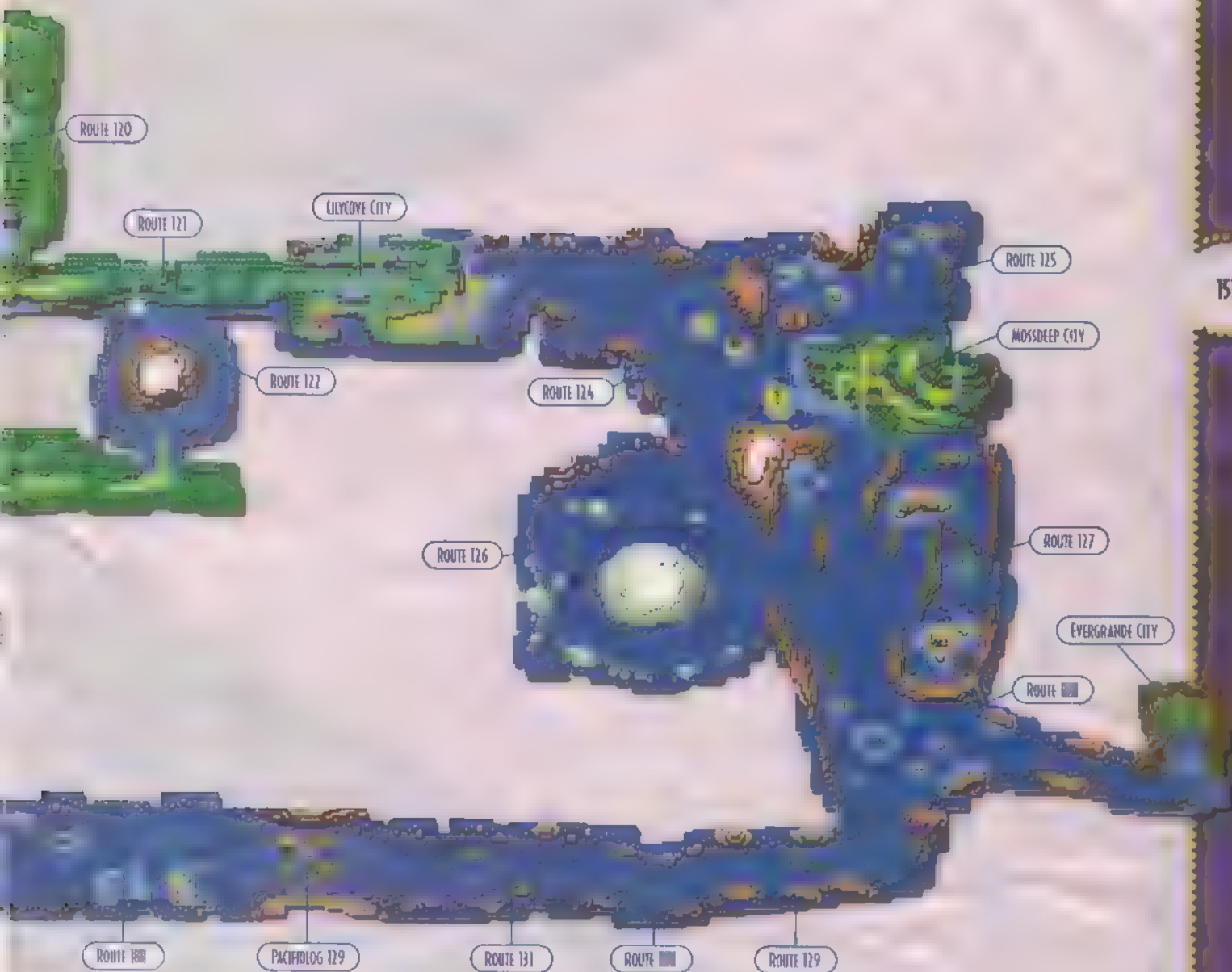
Awakens sleeping Pokémon.  
Snaps Pokémon out of confusion.  
Snaps ■ Pokémon's attraction.  
Keeps away wild Pokémon.  
Lures wild Pokémon.

# WORLD MAP

156



**RUBY  
VERSION**

















































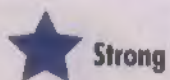
# POKÉMON TYPE COMBAT CHART

158

ATTACKING POKÉMON TYPE

		DEFENDING POKÉMON TYPE							
		NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON
NORMAL									
FIRE									
WATER									
ELECTRIC									
GRASS									
ICE									
FIGHTING									
POISON									
GROUND									
FLYING									
PSYCHIC									
BUG									
ROCK									
GHOST									
DRAGON									
DARK									
STEEL									





Strong



Weak



Disadvantage



No Effect

## DEFENDING POKÉMON TYPE

GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL





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And for you the player, enjoy yourself, there's a big world in that tiny cartridge!

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